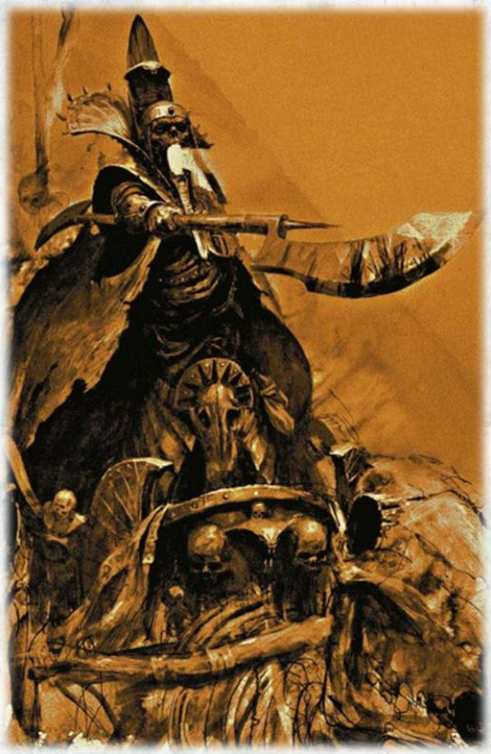
WARHAMMER AGE OF SIGMAR

KINGMAKER

Heavy is the head that bears the crown
Under nations flag and war's call
Those that blood's fall grown
It is only the king that stands alone

INTRODUCTION



The realms are vast and without end. Thousands of kingdoms have risen and fallen in the tiny span that is measured by time. Here upon a slice of reality you have a chance to lead your warband from obscurity to be one of the greatest ever written about!

Kingmaker is a campaign series all about telling the story of you and your ascent. Build your kingdom, unlock magical artefacts, unlock abilities with the Path to Glory advancement system. Recover the power locked away within Sigmar's Storm Vaults.

In the end, there can only be one king.

Will it be you?

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For those interested in updates and other narrative campaign work, follow me on Dakka or follow @auticus on Twitter

NEW RULES

Kingmaker is a narrative campaign that is based on the Matched-Play rules found in the General's Handbook. As it is a narrative campaign, there are some narrative devices that will be used in this campaign that will alter some of the Matched-Play rules a bit.

Developer Commentary: The point of these extra add-ons is not necessarily to bring balance to the game as it is to bring a more intuitive and immersive experience to the game. The Sudden-Death victory conditions do attempt to even the battles a bit by not trying to restrict what players may take, but rather for the most obvious builds in Age of Sigmar, it introduces a risk factor.

It is understood that many people buy and collect armies based on how well they do in the base game and that what is very good in the base game may not be as good here, or have a little bit more risk involved in this campaign. However, it allows a very large part of the game that normally would be unplayable to participate and at least feel that they have a fighting chance to have a good game. It also encourages players to field armies that they normally would not in a competitive pick up or tournament environment.

Rule 0

Assume that all rules in the Matched-Play General's Handbook are in effect unless otherwise noted, and only where otherwise noted. If it is not explicitly noted, it is not overridden.

Ranged Attacks and Combat

Attempting to shoot into a combat that a model is itself <u>not a part of</u> is dangerous to all within the melee. For every shot fired in this way, randomize the attacks. For every D6 roll of a 4+, the shot is taken against an enemy model. For every 3 or less, the shot is taken against a friendly unit. The exception to this rule is when a behemoth/monster is engaged in combat with models that are not classified as behemoths/monsters. These are so large that they can be picked out.

Reason For Rule Change: Immersion

Line of Sight

The base game of Age of Sigmar uses "True Line of Sight", which means if you can see the enemy model then you can target it. Unfortunately, it also means that you can see and target whatever you want and the concept of screens cannot really apply. It also encourages cheeky modeling by clipping off horns, lowering arms, and having models be in a low-crawl position.

The design studio has not said much on why they like True Line of Sight so much, but it is generally accepted a large reason is to let shooting dominant armies have an even foothold in the game, because if you can just screen units like you would in real battles, the shooting units become support units (like they would be in real battles).

However, and very important to mention, the game mechanics itself are based around characters boosting units and that sniping out and killing enemy heroes is pretty much a defacto stratagem. By removing true line of sight as a rule, the consequence is that the units that they are buffing become stronger because it will be much more difficult to kill those heroes.

For immersion purposes. True Line of Sight remains but if models are 50% or more obscured by any other models, the model shooting will suffer a -1 to hit penalty. This rule does not stack with Look Out Sir.

Reason for Rules Change: Immersion

Terrain

Terrain will play a much more impactful role in Kingmaker than it does in standard Age of Sigmar. A terrain chart will be provided in the campaign section and tables will be randomly generated.

Difficult Ground

Terrain classified as difficult ground (forests, areas of ruin, scrubland, etc) impede movement. When attempting to move through difficult ground, the player should make a save for the unit. If the save is passed, the unit will move through the difficult ground at half speed. If the save is failed, the unit may move through the difficult ground without penalty. The more heavily laden a unit is with armor, the more difficult it will be to pass through difficult terrain unimpeded!

Dangerous Ground

Dangerous ground represents things such as fast flowing rivers, lavafields, or other areas that pose a health hazard to those passing over it. Dangerous ground counts as Deadly scenery, found in the scenery rules (a copy of which is provided in the appendix of this ruleset). Some terrain will always be Deadly, and not require a roll of a dice to determine that.

Impassable Ground
Impassable ground cannot be traveled over unless the model Flies or has a special rule that lets them move through terrain. Impassable ground cannot be landed on by fliers.

Forests
Forests operate as the base rules with the exception that you can see into and out of a forest 2" instead of 1". Forests also provide cover to those in it and count as Difficult Ground.

Shallow Rivers
Shallow Rivers count as difficult ground.

Deep Rivers
Deep Rivers count as both Difficult and Dangerous Ground. If a Deep River is rolled, there should be a minimum of one open crossing point (a ford, a bridge, etc) per table quarter that it crosses.

Hills
Hills can count as Difficult ground if it is covered in scree or other impeding ground cover. Otherwise it is open ground. Hills block line of sight like models do (you cannot draw line of sight over a hill). Monsters/behemoths cannot be blocked by hills however. If you can see the monster behind the hill, it can be targeted.

Models on top of hills can see over units on the ground and therefore target units that they normally couldn't see. Models on top of hills can also be seen as if they were monsters / behemoths.

Models on top of a hill fighting against enemy units that are charging up the hill (that is, the enemy unit was NOT on the top of the hill before its charge and the receiving unit WAS on the top of the hill) receive a special +1 To-Hit modifier in the first round of combat to represent their superior position. The majority of the unit must have been on top of the hill to gain this bonus.

Buildings and Other Structures
Buildings and Other Structures operate the same as the Age of Sigmar base rules.

Obstacles
Fences, Hedgerows, etc, create obstacles. Models directly against an obstacle receive a cover bonus to their save against ranged attacks. Models behind an obstacle that are charged by an enemy unit receive a cover save in the first turn of their combat.

Moving over obstacles is like moving across Difficult Ground.

Split Units

Replace the paragraph for Split Units at the end of the Battleshock Phase in the Core Rules and replace with the following:

SPLIT UNITS

Players may never voluntarily remove models in a way that splits their units into two or more groups. However, there are abilities in the game that allow opponents to choose which models are slain. In these instances, they may choose a model to be slain that causes a unit to split into groups. Where this is the case, the player controlling the unit must strive to move the two groups together in future activations either through the Movement phase or through Piling In to attempt to achieve unit cohesion once more as defined in the core rules for Movement.

A unit that is not in cohesion that is no longer in combat may not shoot nor charge in their next activation if they cannot be put back into cohesion and must spend their next activation moving into cohesion once more.

Reasons for Change: Immersion

Competitive Builds vs Casual Builds

At the end of the day, the purpose of Kingmaker is a casual campaign that lets players explore builds and models that they would not normally be able to in competitive pickup games or leagues or tournaments.

With so many build options available, and with everyone's opinion on what is casual and what constitutes a competitive-level powerful build different from everyone else's, the following rules have been implemented. *Note that if two players wish to field powerful builds against each other, that this rule can be disregarded. This is primarily for campaign battles pitting two players of different build styles against each other to make for a more interesting and fun battle than would normally be had if a casual list was pitted against a competitive list.*

If at any point in a complete turn a player's force has generated twenty or more MORTAL WOUNDS…

OR

If at any point in the game a player's force has summoned or recycled a total of 500 additional points or more…

… the other player may draw a Sudden Death victory condition. Such as it stands, their forces realize that they cannot achieve a military victory in the traditional sense against such a powerful army, and instead have been given an optional condition to which they can succeed.

Sudden Death Victory conditions are found in the appendix of this document.

Note if a player is awarded a Sudden Death victory condition and then they themselves generate twenty or more mortal wounds or summon or recycle 500 or more additional free points, they lose their Sudden Death victory condition.

Note: during campaign army generation, if an army is every 20% or more less points than their opponent, they may always draw a sudden death victory condition unless choosing for a Meeting Engagement (see Appendix) and their opponent can never gain a Sudden Death Victory condition.

Alternate Activation

The core of Age of Sigmar revolves around the concept of not knowing who will go first in a turn. This also leads to the dreaded "double turn" where a player gets to go twice in a row before their opponent gets to do anything.

This system is being used instead to not only remove the double turn, but to keep the game more engaging. Its not engaging to sit through an hour of watching your opponent play two turns in a row while you do nothing. With alternate activation, both players will be active back and forth.

The core concepts of AOS are attempted to be kept, which is that a unit can fight in melee twice in a turn.

Roll for Initiative

Before a unit activates, players roll a D6 and the highest activates a unit. Ties go to the player that did not have the last activation. This adds some random element in the game of not knowing when you will activate next, and having to be careful with overextending forces lest you get a cold hand and not get the supporting units up in time. This initiative lasts until all players have activated a unit.

Activate the Unit

Units, heroes, war machines, monsters, are all treated the same. You may activate a single entry. When you activate the model or unit of models, they will cycle through their HERO phase, their MOVEMENT phase, their SHOOTING phase, their CHARGING phase, and their COMBAT phase.

Interrupt actions, for example choosing to spend a command point to make a unit immune to battleshock, happen as interrupts the same as in the base rules of AOS.

Combat Reaction

Every unit receives a single Combat Reaction per turn. When attacked in melee combat, a unit may choose to make a Combat Reaction after the enemy has finished attacking to attack back.

After finishing a combat reaction, mark the unit with a different colored token than an activation token to indicate that they have taken their combat reaction.

In a standard game of AOS a unit can attack twice in a turn, both in the player's turn and in his opponents; Combat Reaction allows for this to continue to be the case.

Units that Can Pile In Multiple Times

Some units can pile in and fight extra rounds of combat. Where that is the case, the unit can be activated again later in the turn, but can only pile in and attack. It may not take an additional HERO, MOVEMENT, SHOOTING, or CHARGING phase.

Units that Can Always Strike First or Cause Enemies to Always Strike Last

Some units have an ability that states that in the combat phase before units are chosen, they can choose to activate first. Other units have an ability that states that opposing units will always strike last against them.

Where that is the case, if a unit is charged and it contains the Always Strikes First rule or the Opponent Always Strikes Last rule, and if it has either not yet activated, or has a Combat Reaction remaining, it may activate the rule and strike the unit first, counting as an activation or a reaction (player choice, though must be one that has not yet been taken that turn).

If both units have these special rules, they cancel themselves out.

Units that Can Pile in and Attack Again

Some units will have an ability that can pile in and attack again. If the language of the rule lets them immediately pile in and attack again, that simply means you attack twice on your activation.

Powers that Last Until the Beginning of Your Next HERO Phase

Some powers will state they last until the beginning of your next hero phase. In the alternate activation version of the game, you may not activate a unit until later in your turn. However, regardless of when a power is triggered, if it ends at the beginning of your next HERO phase, that means that it ends at the start of the next turn.

Ending Activation

When a unit is finished being activated, place a token next to the unit to indicate that they have activated. At the beginning of the next turn, all tokens are removed and the new turn begins.

Battleshock

Battleshock is taken after all units have activated. This differs from a standard game of AOS in that only one battleshock phase will occur, but that phase will be a lot more damaging potentially as it culminates the damage taken from the entire turn.

Predatory Endless Spells

The player that lost the first initiative roll of the turn may choose to move a predatory endless spell first (which is how normal predatory endless spells work without alt activation).

Any other player may declare a Wizard Duel before the first predatory endless spell is moved in an attempt to take control of the first spell movement. The player nominates a model that can cast spells (or in the case of Khorne or other armies that can only dispel, a model that can dispel). The other player does the same if they wish (or they can just say they concede and the other player may move the spell first). Both players roll 2d6 and adds the number of spells they can cast/dispel in a turn. The player that rolled the highest gains control over the first spell.
For every difference of 3 in the score, the losing wizard suffers a mortal wound. If a model rolls double-one, that model suffers an additional D3 mortal wounds.

TABLE SETUP

Setting a Table Up
When setting the table up for play for a general scenario that does not stipulate how the table should look, roll 2D6 for path to glory or 3D6 for everything else. The number rolled indicates the total number of terrain pieces that should be set up.

If you are using a citadel gaming board that has built in hills, then just make sure that the hills on the table count against the number of terrain pieces rolled.

Players should alternate and take it in turns to generate and place terrain features.

Other than gaming boards that have terrain features built right on the edge and have no way of moving them, terrain features should be 3" from a table edge when placed. The exception are rivers which must flow in from a table edge and leave from a table edge.

The overall goal is to have a gaming table that looks like it would be a legitimate battlefield.

Special Faction-Specific Terrain
These follow the normal rules for placing this type of terrain. It is placed after normal terrain has been placed and after objectives have been placed. It cannot be placed within 1" of an objective or within 6" of other terrain.

Terrain Effects
If the terrain has a warscroll, use the rules for that terrain on the scroll. Otherwise remember to roll on the chart to determine the terrain's effects. *The appendix of this document includes this chart.*

2D6	Terrain Feature
2	**Deep River –** A deep river flows from one table edge to another. Roll a D6. On the roll of a 4+ the river flows across the entire height or width of the table. Deep Rivers should have at least one crossing for every 24" of the river feature. Crossings count as open ground.
3	**Impassable Terrain –** A lake, or other piece of area terrain that counts as impassable.
4	**Difficult Ground –** area terrain that is difficult ground. This could be plowed farmland, scree covered ground, rocky ground, or anything else you can conceive.
5	**Steep Hill or building** – a hill where one side is difficult ground or a building
6	**Woods –** Area terrain of forest which represents a clump of trees and undergrowth
7	**Forest or Hill**– An area terrain of forest which represents a clump of trees and undergrowth or a Hill. (Also has the ability to be both woods and hill)
8	**Hill** – An area terrain consisting of a hill.
9	**Set of Obstacles or Ruin –** Up to 12" of fences, hedges, etc that count as obstacles or a ruined building
10	**Building –** A single building or watch tower.
11	**Village** – D3+1 buildings which may also have 3 or 4 fences / obstacles placed in their area.
12	**Shallow River –** A shallow river flows from one table edge to another. Roll a D6. On the roll of a 4+ the river flows across the entire height or width of the table. Shallow rivers count as difficult ground.

Decorative Terrain

Decorative terrain are pieces like individual small trees. These can be used to improve the visual aesthetics of the table, but have no gameplay value (they do not provide cover, or hinder movement in any way). They can be placed freely or ignored.

Special Terrain

Some terrain pieces in AOS have their own special warscroll. You can place those so long as they conform to the entry rolled for on the chart. Example: you can't place a ghost fence terrain piece if you rolled a forest or a hill, but could if you rolled a set of obstacles.

Place Objectives

In an objective game, after the table has been set up, objectives should be placed.

CAMPAIGN SETUP

The objective of the campaign is to accrue the most Glory Points and to be victorious in the final battle to establish which player is truly the true ruler of the established slice of the realms that this event takes place in.

Glory Points are the currency that is used to gauge how powerful your kingdom or realm is. Glory Points are earned by upgrading your kingdom or realm and can be earned through winning certain battles. They can also be spent on quests which can be undertaken to unlock artefacts of power or spells to help you win your battles.

Starting Forces
All forces start with a beginning Path to Glory list. The only restrictions for this campaign's purposes are that there are no starting monsters or champions riding monsters.

Players may choose all of their starting forces and do not have to roll for them.

For Path to Glory, past the initial force selection, additional forces will be randomly rolled. Players may choose which table to roll from. If a player does not own the models to fulfil a result, then they may re-roll until an option that they have the capability of fielding is rolled.

No allegiance abilities, extra spells, battalions, or artefacts may be chosen or used until they are unlocked. Allegiance abilities unlock in Chapter III. Additionally, no summoning or recycling of dead units exists in Path to Glory games.
Campaign Realm: All forces originate and battle in the realm of Azyr

Spending Glory Points
During chapters 1 and 2, players will spend glory points on unit or character upgrades, as well as bringing in new units per the default Path to Glory rules.

From chapter 3 on, Glory Points can be spent to give access to spells or artefacts or battalions.

1 Glory Point = roll a random spell or faction artefact or unlock a battalion that can be used by your army or unlock a mercenary company you may field.
2 Glory Points = choose a spell, faction artefact, or Endless Spell that can be used by your army. Endless spells do not cost points in Kingmaker.

Generating Scenarios

The ultimate purpose of the campaign is to play games. There are many scenarios that exist for the game and limiting the available scenarios down to a token handful would defeat the purpose of a narrative style campaign. However, having a mechanism in place to handle what scenarios should be played or how to generate those scenarios is desired from a consistency stand point.

To generate the scenario, roll a D6 and consult the following chart.

D6	Scenario To Play
1-4	**Open Scenario Generator –** Generate the scenario using the Open Play scenario generator found in the appendix of this document.
5	**Matched Play –** Generate a random Matched Play scenario found within the Core Rulebook of Age of Sigmar 2.0.
6	**Players Choice –** A dearth of scenarios exists. Pick a scenario from someone's army book, a narrative scenario found in the core rulebook, or a scenario found in any other AOS source.

THE NINE-FOLD SUMMIT

The Nine-Fold Summit is a place of power high atop a mountain plateau set within the realms of Azyr. It was here that in the Age of Myth Sigmar would call forth powerful heroes and his pantheon to train for war and to plan out their battleplans and scattered about are the ruins of temple-arenas and fortifications that long fell out of need for use and were ruined.

The lands that make the Nine-Fold Summit are mostly verdant and green. Being atop a massive mountain chain, there are plenty of hills and crags as well as a variety of trees both deciduous and conifer.

Clear streams form small rivers which flow over ancient beds. Farms are not uncommon, and a network of lanes connects farms with each other and join up with the Great Elevated Road that winds its way down the mountains, through the clouds, and to the major dwelling centers of the region.

There are no major towns or cities atop the Nine-Fold Summit, and those that live there are sparse.

Ancient temples and structures mar the lands, and the remains of great and terrible engines can be found covered in ancient debris.

Within the heart of a marshland which was once filled with glory and beauty before succumbing to the ravages of time lies the partially submerged ruin of a grand storm vault known as the Conjuncture.

The Conjuncture housed a war engine of grand fury which Sigmar used to bring ruin to his foes. Now locked way under an ancient marsh, the engine has slumbered for ages.

The spirit of the land is very much alive and the wisest can tap into the azyrite energies that pulse throughout every piece of rock, structure, and tree.

It is the Nine-Fold Summit that you seek to tame and bend to your will, and it is the Nine-Fold Path that you seek to rule.

Nine Fold Summit

CHAPTER I

In The Beginning…

In the beginning there was but a champion and a small band of their followers. What brought them together? What cause did they fight for? What purpose did they have? At this juncture, no one yet knew, only that greatness and majesty could be theirs for the taking.

All about them nearby over the hills, under the rivers, and in the caves, there sat enemies plotting to take the champion and his band's home and possessions. The region only had room for one army to claim dominion, and that therefore meant that the lands would soon echo with war as warriors and other champions flocked to the banners of their leaders.

War would be upon every man, woman, and child of the realm and would remain until the crown of leadership was hefted onto the brow of the victor.

Chapter 1 Event: A Home To Call My Own

Each player in the campaign will roll on the below table and note the results. This represents their starting kingdom.

Players may each play up to three games in chapter 1 following the Path to Glory format. After each game concludes, the losing player earns 1 Glory Point and the winning player earns 2 Glory Points. Earning glory points allows the player to either upgrade a unit, their champion, or make a roll for extra forces. Players may never perform the same action more than once after each game.

The general of the army may receive up to three upgrades. Other heroes may receive one champion upgrade. All other units may receive at most one upgrade.

Note: this method for generating glory points differs from RAW Path to Glory, in which the winner earns D3 Glory Points. Playtesting several Path To Glory campaigns, the consistent 2 points prevented players from running away with the campaign too fast with lucky rolls.

2D6	A Home To Call My Own
2	**Portal of the Damned –** You have discovered a hidden portal to the realms of Chaos buried deep in an underground ravine. The hellish glow from this portal bathes the surrounding area in a crimson light. You may field a Daemons of Chaos unit or hero in your force as an ally OR you may elect to close the portal and gain a Realm Point which may be used to add a new ability or unit before the first battle.
3	**Hidden Cove –** Your encampment is located within a mysterious cove, fed by a hidden river. The cove is a natural harbor and from which you could create a naval force to position your armies strategically. One unit in your force may deploy in reserve and come on to the table in Turn 2 six-inches from any table edge and more than 9" from any enemy unit.
4	**Caverns of Seropoth –** A large cave complex leads to a series of ancient caverns that had long ago been mined out by the duardin. Now, goblins and other less than wholesome creatures call the passageways home. Securing the Caverns is a boon to your new kingdom, for the relics of that lost age can still be found if one knows where to look. Before every game, roll a D6. On a 4+ you may field a random artefact from your army book, discovered within the Caverns.
5	**Crystal Forest –** The cover of the blue crystals that sprout from the limbs of these trees gives a soothing aura over everything, refracting light from the stars and sun in a rainbow kaleidoscope of beauty. The crystals can be looked through and glimpses of the future can be seen within their surface. Before each game, one hero in your army may be given a crystal. This will give them a one-time ability to ignore a wound or mortal wound that they have suffered on the roll of a 4+.
6	**War Academy –** The walls of this academy have had many war leaders pass through it, and its secrets and knowledge now belong to you. Before each game, after deployment has been finished, you may redeploy a single unit or hero.
7	**Plains of Serenity –** There plains of Serenity are named as such as little breaks up their natural landscape. Gentle hills and the occasional tree dot the horizon. The people that hail from the Plains of Serenity are a brave folk. Once during the game you may add +1 Bravery to a unit that must take a Battleshock test.
8	**Hillshire –** Verdant grounds and content folk make the Hillshire a breadbasket for a budding kingdom. It also makes it a ripe target for enemy forces that need to replenish their baggage train. As well provisioned as your forces are, once per game you may ignore a wound or mortal wound on the roll of a 4+.
9	**Crypts of the Lire Kingdom –** The dead have been put to their eternal rest in this series of crypts dominated by basalt statues that represent the men and women who are buried there. Their spirits slumber in the realms of the dead, but their legacy lives on in the lands of the living. Once during each game, a player may attempt to cancel out a command ability or power that prohibits one of their units from having to take a battleshock check. On the roll of a 4+, the fear of the

	dead from Lire are so potent, that the unit that normally would not have to take battleshock must take the check anyway.
10	**Ruined Tower of Frey –** Atop a mighty hill sits an ancient ruined tower. No one knows its origin or purpose, though many suggest it is arcane. Plumbing the depths of its dungeons, ancient secrets can be revealed, yet those can come at a great cost. If you wish, before a battle roll a D6. If you roll a 4+, then a random spell can be gleaned and used in that battle (roll on the spell charts in your battle tome). If you roll a 1, then some of your forces have gone missing in the dungeons. A random unit or leader (not your general) may not participate in the next battle.
11	**The Sky Docks –** Ancient cogs and steam hold these flying platforms aloft. The duardin of old used them as landing stations for their great sky ships. Now your army has come into possession of this and has begun building a population center. Your army may include a Kharadron Overlords skyship. If you are playing Kharadron Overlords, then one ship may deploy in reserve and on Turn 2 deploy 6" in on any table edge and 9" or more from an enemy.
12	**The Azure Fortress** – This brilliant blue stone fortress' buttresses stretch high into the sky. Gleaming white pennants coast in the breeze and several farms dot the surrounding hillsides. This picturesque land is ideal for defense and your forces are fortunate to reside within its walls. Before the campaign begins, you gain a bonus Realm Point which adds to your overall score and allows you to purchase a new ability or unit before the first battle!

CHAPTER II

Borders

With the establishment of your peoples' home and the building of your military force, the time has come to expand your sovereignty and begin solidifying your kingdom's borders. Orders have been issued and your armies begin marching to claim territory as well as claim superiority over any rival warlords.

Chapter II remains using the Path to Glory mechanics. Your existing army roster carries over into this Kingdom Building phase and will continue to grow. It is in Chapter II that your roster slots will begin filling out as well as your first **Kingdom Event**. Kingdom Events occur at the very beginning of the chapter. Every player in the campaign will roll a Kingdom Event and apply its effects for the duration of the chapter. Each chapter will have different Kingdom Events.

Chapter II will have at most two battles per player. At the end of each battle, players can earn points as they did in Chapter I and apply those points to adding a unit or hero to their army, adding a skill to a unit or champion.

It is during this chapter that your warlord amasses what would be his full forces and at the end of the chapter armies will begin using the full Age of Sigmar rules for army construction.

D6	Borders Event
1	**Corpse –** Your growing camp is overcome by a sudden chill. Warriors' breath seizes in their lungs. Their teeth chatter mercilessly. At the center of the sudden frost is a perfectly preserved corpse. The player may *cannibalize it*, in which they gain a bonus realm point to spend on buildings and buildings only. The player may *bury the corpse*, which will allow the player to boost the Bravery score of one unit. The player may *ponder the dead* to understand what has happened to the corpse, in which case they may add an extra attack to one of their unit champions.
2	**Oops! –** During an expedition, the players' force crashes through the undergrowth and falls, crushing their gear beneath them. A random unit that has upgraded equipment will lose their upgraded equipment for the battle. Upgraded equipment is something like "a model in the unit is armed with X, different from the normal weapons of the unit"
3	**Night Terrors –** Your sleep is plagued by mind-bending nightmares. Roll a D6 for your leader and apply these results. If you roll a 1-3, your champion's mind is distracted. Suffer -1 to hit and to cast for the duration of the chapter. If you roll a 4-6, the champion disappears into the dream and emerges from the darkness hours later. The champion gains an immediate upgrade.
4	**Forbidden Word –** There is a great rush of air, and a booming inhuman voice declares a single word in an unknown language. For an instant… you understand. One unit in your force gains an upgrade (player choice). However, such is the understanding of ancient power that they can sometimes fall into catatonia. In the hero phase for that unit roll a D6. If the result is a 1, the unit may do nothing for that turn. This unit is revered by your followers and as such is present in all of your battles. Choosing to not field this unit disheartens your army and all units suffer a -1 Bravery for the duration of the battle.
5	**The Sword & The Statue –** A one-eyed statue twice as tall as any man sits before a great anvil with a hammer in each of its six hands. Transfixed, you watch the statue beat a red-hot sword that lies across the anvil. The player may make one attempt to grab the sword from the anvil. Roll a D6. On the roll of a 1, the statue deals you a woeful wound, losing a hand in the process. The leader of your army is at -1 to all melee attack characteristics. On the roll of a 2-5, nothing happens. The player is not fast enough to grab the sword, but suffers no damage.

	On the roll of a 6, the sword is secured and taken before the statue can strike. Holding aloft the relic, the leader is imbued with power. The sword replaces one of the leader's melee attacks. In its place, they gain 4 attacks with 3+ to hit, 3+ to wound, and a -1 rend. On the To-Hit roll of a natural 6 the sword makes 3 hits instead.
6	**Found Relic –** While your forces and people are building up their settlement, a ruin is discovered near a hillside cave. Digging up the ruin, you discover artefacts from a past civilization. One of these happens to be a potent item with magical properties! Roll on the Nine-Fold Summit leveled artefact table. The item may be given to a hero.

At the conclusion of this chapter, the players' kingdoms will have begun to emerge, and the military forces at their disposal will have grown. It is now time to march these armies beyond the borders of your kingdom and seek out the forgotten greatness of the Nine-Fold Summit.

Each player may now choose a building to erect in their capital. Players that have won their campaign day battles may choose two buildings.

	Building
1	Master Armorer – provides the best protection for your forces. You may choose one battleline unit and improve their save by +1. Units given this option may not have better than a 3+ save afterward.
2	Master Weaponsmith – provides the best weapons for your force. You may choose one battleline unit and improve either their To-Hit or their To-Wound roll by +1. Units given this option may not have better than a 2+ To-Hit or To-Wound.
3	Master Hostler – provides the best mounts for your force. You may choose one battleline mounted unit. This unit may re-roll run and charge rolls.
4	Wizards Tower – provides arcane access for your spell casters. You may choose one spell caster in your force. That spell caster gains +1 to all casting and dispel attempts.
5	Master Brewer – provides the best ale or other choice drink to your forces, boosting morale. You may choose any one battleshock test you must make during your battle and automatically pass it with no loss of troops.
6	Sacred Altar – provides divine protection to your forces. Choose one battleline unit. It gains a special 6+ save against any wound or mortal wound that it suffers.

CHAPTER III

Hallister's Gate

The Nine-Fold Summit was originally a place where the armies of Sigmar and all his allies would train. Teclis, one of the aelven deities that rule Hysh the realm of Light, devised a series of archways that would transport soldiers from one location to another in the fashion of a realm gate, though on a more local scale.

Those archways were linked to the master gate, known as Hallister's Gate. Hallister's Gate sat atop a weathered hill within a fortified tower. Ages have passed, and that tower is nothing more than a crumbled ruin. The magic that Teclis weaved into the rocks and soil live on, waiting for the right warlord to activate them once again.

Holding Hallister's Gate would allow the controlling warlord the ability to traverse the entirety of the Nine-Fold Summit by simply marching his army through the gate.

Army Construction: Chapter Three sees the beginning of full armies. Players will build 2,000 point armies using the normal matched-play rules for building an army. Units that were built up during Path to Glory are still eligible for play, keeping any unit experience bonuses that they may have gotten. Units that gain experience in this way may never be fielded in a size larger than they were when they gained their experience bonus.

Allegiance Abilities
Players have full use of their allegiance abilities starting in Chapter 3.

Additional Spells, Endless Spells, Artefacts, Battalions
Players start Chapter 3 with none of these additional items. These may be unlocked through spending glory points at the end of games.

Obtaining Glory Points
Scoring Glory Points is a little different in primary battles. You earn 1 point for playing, 1 point if you win the scenario, and 1 point if you achieve your secondary for a max total of 3 points.

Battles

Players may play at most two battles in Chapter III. One normal battle generating scenarios in the normal way for the campaign, and the second battle being the Campaign Day battle for Hallister's Gate itself.

The Battle for Hallister's Gate

This battle plan calls for a large central hill or plateau, upon which a ruin is placed. This ruin counts as Deadly ground. Additionally, such is the ancient powers that still course through the gate, any spellcasting within 3" of the ruin will cause the caster to suffer D3 mortal wounds should they roll a double value upon casting a spell.

Deployment

Both armies deploy on the long table edge, up to 6" in.

Objectives

The ruin in the center of the table count as an objective. Each player may also nominate a piece of terrain on the table that is more than 12" from a table edge and more than 12" from the ruins to be an objective (for a total of three).

Secondary Objectives

Each player may generate a Hidden Agenda / Secondary Objective from the appendix in this document.

Victory Conditions

After the fifth battle round concludes, a player will roll a D6. On the roll of a 4+ the battle will continue for a sixth round. At the conclusion of the game, the player with the most victory points is declared the victor and earns a **major victory**. If the players are tied on victory points, then the player that has achieved his secondary objective is the victor. If both players also have obtained their secondary objective, then add up the value of destroyed enemy units. The player that scores the highest total here scores a **minor victory**.

Modifications

During Campaign Day battles, this battle can be fought traditionally or as a Triumph and Treachery multi-player battle. If a multi-player battle is fought, players deploy within 9" of a table corner.

Spoils of War

A major victory is worth 5 glory points. A minor victory is worth 3 glory points. A loss is worth 2 glory points. If multiple games were played with a larger player pool, the player that scores the most overall victory points claims Hallister's Gate. This allows the owning player to deploy one unit in any game anywhere they wish as reserves in the movement phase more than 9" from an enemy. This counts as that unit's movement when they deploy in such a manner.

Hallister's Gate Events

D6	Event
1	**Realm Worm –** As your forces are marching toward the location of Hallister's Gate, a great rumbling beneath the ground catches you off guard. A massive white worm bursts forth from the ground, devouring several of your warriors. Your army loses 100 points of its force for the duration of this chapter.
2	**Destiny –** Your forces march toward Hallister's Gate, filled with courage and the belief that they are fulfilling their destiny. All of your units gain +1 Bravery for the duration of the chapter.
3	**Unholy Blacksmith –** Your army crosses path with a tall and unnaturally thin creature in a voluminous hooded robe. Whenever his feet touch the ground, sparks illuminate his path. Before battle, one of your heroes may offer up a weapon. Roll a D6. On the roll of a 1, the creature devours the object. Your hero only has one attack this chapter, hitting on 4s wounding on 4s and doing 1 damage. On the roll of a 2-3 the creature stares balefully at you, and does nothing. On the roll of a 4-6 the creature devours the object and in return hands the hero back a leveled artifact. Roll on the leveled artifact table in the appendix.
4	**Crystal River –** Your army crosses a peaceful river, crystal clear and bubbling with life. You can fill a bottle with this Azyrian water and give it to a hero, in which case they can heal D3 wounds once in the HERO phase. Alternatively, you can choose to pollute the waters. If you do this, then if any battles take place in this chapter that involve a river, the river counts as DEADLY terrain.
5	**Gibbet –** A crude iron cage swings from the branches of a massive tree. As you approach, a man calls out from the cage pleading to be freed. If you choose to ignore him, pass on by. Otherwise roll a D6. On the roll of a 1, the cage is opened but all that is inside is a skeleton. With a shriek, the revenant escapes and makes its way back to Shyish. Your general loses D3 wounds before each battle fought in this chapter. On the roll of a 2-3, the prisoner is thankful and follows your army but is not fit for battle and joins the baggage train. On a 4-6 the prisoner is grateful and returns to your capital. Gain an extra building from Chapter 2.
6	**Dead Monster –** You find a decomposed monster corpse. It is too rotten to yield anything of use.

CHAPTER IV

The Conjuncture

Generations past, the marshlands that now sit on top of the Nine-Fold Summit were vibrant forests teeming with life and energy.

Slowly over time the water tables crept up and the pools and streams stagnated and began to choke the life out of the forests and turn it into the mire that it is now.

Within that swamp sits the ruins of a great temple that was called the Conjuncture. Built by Sigmar and Grungni, it housed many powerful items that Sigmar kept ready in case they were needed. None was more powerful than the Dreki, a monstrous clockwork dragon imbued with the lifeforce that its creator saw fit to bequeath it.

The Dreki and the temple slowly sank under the mire as years became decades, and decades became centuries. Unused and uncovered, they still rest within the halls of the Storm Vault.

With such items of power at their disposal, the warlords of the Nine-Fold Summit turn toward the center of the plateau and begin hunting through the ancient wetlands in search of what once was.

But to the warlord that defeats their rivals and enters the Storm Vault, beware. The guardians of the vault are still active, and retrieving anything from a past time will not be a trivial task.

Army Construction: Armies will be created the same as in Chapter 3.

Swampland – All open terrain is considered swamp land. Before moving a unit for the first time in a turn (be it in the movement phase, running, or charging) roll a D6. On a 1 or a 2, that unit's movement and run/charge distances are halved for the duration of the turn unless it can fly.

The Conjuncture Storm Vault

Before you stands the Conjuncture Storm Vault. Within it lies the powerful Draki. Bitterly fought victory after bitterly fought victory has led you to this place, but there is no respite… even now rival forces march upon the vault and the sky above begins to swirl with arcane energy.

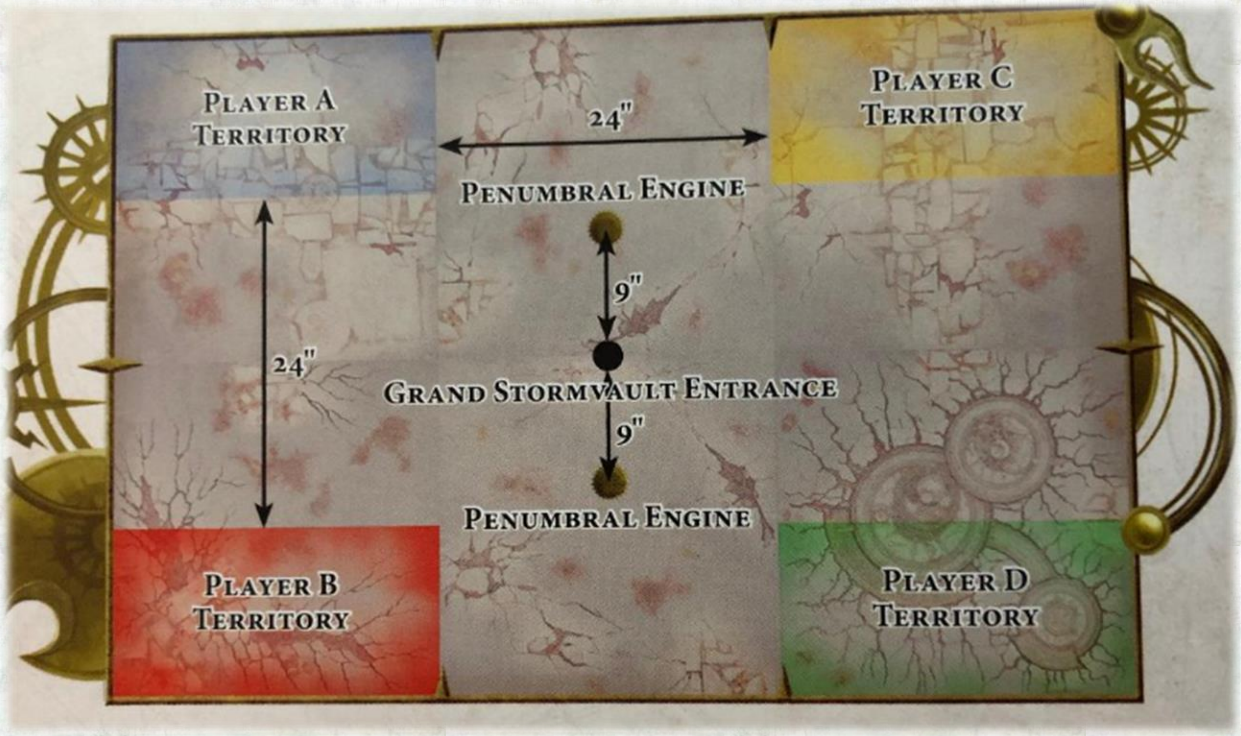
TRIUMPH & TREACHERY

This is a Triumph and Treachery battle for up to four players. Use the Triumph and Treachery rules from the Core rules. Secret objectives are not used in this battle.

Command Ability – Vanquish all Rivals

You can use this command ability in the combat phase if any attacks made by your general resulted in an enemy general being slain that phase. If you do, add 1 to hit rolls for attacks made by friendly units for the rest of the battle.

The Battlefield – Place a terrain feature in the center of the battlefield to mark the Conjuncture's entrance. Place 1 or 2 Penumbral Engines on the vertical center line 9" away from the center of the battlefield, forming a line. These engines are referred to as the vault's Penumbral Engines.



Setup – Players take it in turns to pick their territories, starting with the player that has the highest campaign score and moving down. Then in reverse order players set up their entire armies wholly within their territory.

Malign Sorcery
Free from the bindings that have held them for centuries, powerful eldritch entities prey on the unwary.

Once all armies have been set up, each player can set up 1 Predatory Endless Spell within 3" of the Storm Vault's entrance starting with the player that has the highest campaign score.

These endless spells move at the beginning of every round, before any player has activated a unit. These endless spells are not taken as part of your army. During this battle, **WIZARDS** cannot attempt to dispel these spells.

Shattering the Penumbral Engines
The powerful magic of the Penumbral Engines must be shattered before your forces can venture into the Conjuncture.

Players can make 1 attempt to shatter a Stormvault Penumbral Engine if they have any friendly **Heroes** within 3" of it. To do so, pick a friendly **Hero** within 3" of that engine and roll a dice. Add 1 to the result if the **Hero** is bearing an awakened artefact.

On a 4+ the engine is shattered – the scenery rules for the engine do not apply for the rest of the battle. In addition, when a player shatters an engine, they can immediately remove any 2 **Endless Spells** from play.

Objectives
The terrain feature that marks the entrance is treated as an objective. Measure from any part of the terrain feature, rather than the center when determining who controls it.

Victory Condition
The game ends at the end of the fifth round if all engines on the battlefield have been shattered and one player controls the Stormvault entrance. The player that controls the entrance wins a **major victory** and is allowed to enter the Stormvault.

If one or both of the above conditions have not been met at the end of the fifth battle round, the battle continues until the end of a round where both conditions are met.

Penumbral Engine

The enlightened treasures of Hysh were recast in the forges of the smith-god Grungni, and thus were created the Penumbral Engines. Arcane devices of obfuscation that cloud the mind and mask the darkest of secrets.

At the start of the first round, after determining who has the first turn, roll a dice and consult the table to determine what function all **Penumbral** terrain features gain for the duration of the battle.

D6	Function
1-3	**Orrery of Obfuscation –** For the moment, this engine still holds true to the purpose of the God-King, dampening knowledge and obscuring all in its vicinity. Re-roll save rolls of 1 for attacks that target units wholly within 12" of any **Penumbral** terrain feature.
4-6	**Orrery of Illumination –** The damage wrought on this engine has reverted it to Teclis' original intent, enlightening the minds of all nearby. At the start of your turn, you receive 1 extra command point if any friendly **Heroes** are within 12" of any **Penumbral** terrain feature.

Deteriorating State – At the start of each round after the first, roll a dice. On a 1-4 nothing happens. On a 5+ the function that currently applies to the **Penumbral** terrain features is replaced with the other.

Spoils of War

A major victory is worth 5 glory points. A minor victory is worth 3 glory points. A loss is worth 2 glory points. If multiple games were played with a larger player pool, the player that scores the most overall victory points may attempt to claim **the Draki**.

To do so, the player must roll 2D6 as they send a force into the vault itself (conservative players may choose to skip this and be content knowing that no one else could attempt to unleash the Draki).

2D6	Function
2	**Total Failure –** The traps of the Storm Vault are too much for your champion and their followers. Your champion has been slain. Remove him from your roster and any upgrades that he may have accumulated.
3-5	**Empty Handed –** The traps of the Storm Vault were too deadly and your forces were unable to secure the interior properly. Making your leave, nothing of value was obtained from the vault.
6-7	**Minor Find –** While the Draki was not able to be found, you did manage to unearth a lost artefact. Generate an awakened artefact or a faction-specific artefact.
8-11	**Behold the Draki –** Your investigations bear fruit and you were able to locate the Draki. The ancient clockwork beast was operable and your engineers were able to restore it to working order. You may add the Draki to your future battles.
12	**Treasure Trove –** As Behold the Draki, and in addition you uncovered D3 awakened artefacts or faction specific artefacts, or spells, or endless spells.

The Draki – is a creature forged in the fires of Aqshy and given life by the dwarf god Grundji. It costs nothing for the founding player to field. It counts as a Monster.

WARSCROLL

MAGMA DRAGON

MOVE ✸ | WOUNDS 20 | SAVE 4+ | BRAVERY 6

These primordial beasts are among the most malevolent of dragon kind. Their gullet burns with the intensity of a raging volcano, and when roused to wrath they incinerate their foes with jets of flame, or else tear them to shreds with their enormous claws and fangs.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brimstone Dragonfire	18"	See below				

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Furnace-hot Jaws	3"	4	3+	2+	✸	D6
Crushing Claws	2"	✸	4+	3+	-1	2

DAMAGE TABLE

Wounds Suffered	Move	Furnace-hot Jaws	Crushing Claws
0-4	16"	-3	8
5-8	14"	-3	7
9-12	12"	-2	6
13-16	10"	-2	5
17+	8"	-1	4

DESCRIPTION

A Magma Dragon is a single model armed with Furnace-hot Jaws, Crushing Claws and Brimstone Dragon Fire.

FLY: This model can fly.

ABILITIES

Brimstone Dragonfire: *Unleashing the heat within, the Magma Dragon spews gouts of white-hot fire upon its prey.*

Do not use the attack sequence for an attack made with this model's Brimstone Dragonfire. Instead, roll a dice. On a 2+, the target unit suffers D6 mortal wounds. If the target unit has 10 or more models, it suffers 2D6 mortal wounds instead of D6.

Burning Blood: *The lifeblood that flows through Magma Dragons is molten rock. To spill it is akin to standing beside a volcanic eruption.*

Roll a dice each time a wound or mortal wound that was inflicted by a melee weapon is allocated to this model. On a 4+, the attacking unit suffers 1 mortal wound. On a 6, the attacking unit suffers D3 mortal wounds instead.

CHAPTER V

Long Live the King

Having cleared out the Stormvault and won a major victory, the war begins to wind down to one last final major battle. The armies converge upon the Grand Peak, the very top of the Nine-Fold Summit. The Grand Peak sits amongst the clouds and the ground is a bleak grey stone. No trees grow here, nor any water features. The terrain is sparse and open, making it the perfect place for a half dozen armies to gather and prepare to clash one final time for the crown of the Nine-Fold.

This is it. The final battle. To the victor go the spoils and the crown of conquest!

The Argument of Kings

This scenario can be found in the core rulebook on page 305. It will accommodate up to six players. The top six players will meet and do battle. There are no campaign restrictions on the forces present and each player will field 2,000 points plus any campaign bonuses that they have earned.

Triumph and Treachery

This is a Triumph and Treachery battle using the rules on pages 302-303 combined with the campaign alternate activation rules. The secret objectives found on page 303 will be used.

Set-Up

The table should be an 8' long by 4' wide board. The terrain is sparse. Roll a single D6. That is how many terrain pieces exist. There should be no forests nor any water features.

The player with the highest campaign score picks either a corner or middle of a long edge as their deployment territory. Deployment is a 12" semi-circle from the corner or center of the long table edge (measure out from the point and create an arc). Move on down to the next highest and so forth. From there, in reverse order the players will deploy their force.

If a player desires, they may place any of their units in reserve instead of setting them up on the battlefield. Reserve units enter play in any of their player's movement phases starting from the second round. All of the models in the unit must be set up in the player's starting territory, wholly within 6" of the table edge, and more than 9" from any enemy models. This counts as their move for that movement phase.

Victory Conditions

The player with the most points at the end of the fifth round wins a **major victory**, otherwise in the case of a draw the tied players each score a **minor victory.**

Scoring works as follows. If a player achieves a secret objective, score that many victory points.

For every 5 wounds inflicted in a phase, score 1 point.

At the end of each turn, each player scores 3 points if there are no enemy models wholly within their starting territory. They score D3 points for each other territory that only has their models wholly within it (including any territories that were not used by a player at the start of the battle)

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Azyr Awakened Artefacts of Power

If instructed to generate an artefact of power, the following should be used. Note: only one instance of an item of power should ever exist at a time so make note of which armies hold what artifacts. All awakened artefacts begin as level 1 and must always remain with the assigned hero.

Gheistbane – *It is said that this weapon hungers for souls, and that same craving is imparted to its bearer.* Pick one of the bearer's melee weapons to be Gheistbane. After each battle, Gheistbane gains a level of power if 3 or more enemy models were slain by attacks made by the bearer.

1) Improve the rend characteristic by 1
2) Add 1 to the Attacks characteristic
3) If the unmodified hit roll for an attack made with Gheistbane is a 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage
4) Improve the rend characteristic by 3 instead of 1
5) Add 3 to the Attacks characteristic instead of 1

Shield of the Pale Knight – *Bearing the sanctified remains of a long-dead guardian, this shield renders its wielder all but invincible.* After each battle, the shield of the Pale Knight gains a level of power if 5 or more successful save rolls were made for attacks that targeted the bearer.

1) You can re-roll save rolls of 1 for attacks that target the bearer
2) Add 1 to the bearer's wounds characteristic
3) If an attack that targets the bearer is made with a weapon that has a damage characteristic of 2 or more, subtract 1 from the damage of that weapon (min 1)
4) You can re-roll save rolls of 1 for attacks that target friendly units while they are wholly within 12" of the bearer
5) Each time the save roll for an attack that targets the bearer is an unmodified 6, you can heal 1 wound allocated to the bearer

Aetherbeast Pinion – *Taken from a legendary avian godbeast, this feather imbues the bearer with formidable speed.* After each battle, the Aetherbeast Pinion gains a level of power if 3 or more charge moves and/or run moves were made by the bearer.

1) The bearer can run and still charge later in the same turn
2) Add 3" to the bearer's move characteristic
3) Add 1 to charge rolls for friendly units wholly within 12" of the bearer at the start of your charge phase
4) The bearer can retreat and still charge later in the same turn
5) Add 6" to the bearer's move characteristic instead of 3". In addition, the bearer can fly.

Hexflame Pendant – *This baleful artefact is suffused with vile curses that can be inflicted upon the wielder's foes.* After each battle, the Hexflame Pendant gains a level of power if 3 or more hexes were placed on enemy units by the bearer.

1) In your hero phase, the bearer can attempt to place a hex on 1 enemy unit within 18". To do so, roll a dice. On a 4+ the hex is placed. Subtract 1 from hit and wound rolls for attacks made by the target unit. A unit with a hex placed upon it can attempt to lift the hex in their hero phase. To do so roll a dice. Add 1 for each friendly priest within 12" of that unit. On a 6+ the hex is lifted.
2) The range at which the bearer can attempt to place the hex is 24"
3) Halve the move characteristic of enemy units with any hexes placed on them.
4) The dice roll to determine if a hex is placed is 3+
5) At the start of your hero phase (or turn if using alternate activation), enemy units with any hexes upon them suffer D3 mortal wounds

Realmstone Wand – *This ornate wand is crafted from purest realmstone.* After each battle, the Realmstone Wand gains a level of power if 5 or more spells were successfully cast by the bearer and not unbound.

1) The bearer can attempt to cast 1 spell as if they were a wizard. If the bearer is already a wizard, they can attempt to cast an additional spell in their hero phase.
2) Add 2 to casting rolls for the bearer.
3) Each time this model is affected by a spell or endless spell, you can roll a dice. On a 2+ ignore the effects of the spell on this model. In addition if this model is affected by a spell (but not an endless spell), and the roll to ignore the effect was a 4+, the caster suffers D3 mortal wounds after the effects have been resolved.
4) You can re-roll casting rolls for friendly wizard units wholly within 12" of the bearer.
5) This bearer knows all the spells known by wizards on the battlefield.

The Life Stealer – *Fashioned from the fang of some ancient vampiric horror, this weapon transfers the life essence of its victims to the wielder.* Pick one of the bearer's melee weapons to be Life Stealer. The Lifestealer gains a level of power if you healed 5 or more wounds that had been allocated to the bearer.

1) If the wound roll for an attack made with your Lifestealer is an unmodified 6, you can heal 1 wound that has been allocated to the bearer.
2) Each time an enemy hero is slain by an attack made with Lifestealer, add 1 to the Lifestealer's attack characteristics until the end of the battle.
3) The bearer fights at the start of the combat phase before the players pick any other units to fight in that combat phase.
4) In your hero phase, you can pick 1 friendly unit wholly within 6" of the bearer to be sacrificed. If you do so that unit suffers D3 mortal wounds but you can add 1 to the Damage characteristic of the Lifestealer until the end of the battle.
5) Subtract 1 from wound rolls for attacks made by enemy models while they are within 12" of the bearer.

Realm of Battle: The Nine-Fold Summit

Wizards know the following spell in battles fought in this realm, in addition to any other spells that they know:

Portents of Azyr – *The wizard peers into the heavens to gain a glimpse of things to come.*

Portents of Azyr has a casting value of 5. If successfully cast, the player gains D3 rerolls which may be used until the beginning of their next HERO phase. These re-rolls count for one d6 or d3 roll. For example, if an attack had five dice, the player could reroll up to D3 of those individual dice.

Realm Commands

You can use the following command ability in battles fought during this campaign, in addition to the command abilities that you are normally allowed to use.

Caller of the Four Winds

In the realm of the Heavens, the winds can be controlled and used to carry your troops to victory.

You can use this command ability during your HERO phase. If you do so, pick a friendly unit wholly within 3" of a friendly HERO or 12" from your general. That unit's movement is increased to 10" and they gain the ability to FLY. If the unit can already FLY, then that unit may run and charge in the same turn.

Realmscape Features

D6	Realmscape Feature
1	**Rolling Plains –** This realmscape feature has no effect on the battle
2	**Roaring Heavens –** Lightning stabs the ground from the heavens. Any units that FLY must roll a D6 before moving if they choose to FLY. On the roll of a 1, that unit suffers a mortal wound.
3	**Domain of Order –** Subtract 1 from the Bravery characteristic of CHAOS units
4	**Vortex of the Dark Gods –** Subtract 1 from the Bravery characteristic of ORDER units.
5	**Stormy Hills –** During the HERO phase, a single unaffected unit that has more than half of their models on a hill may elect to call forth a storm. Roll a D6. On the roll of a 1 that unit suffers D6 mortal wounds. On the roll of a 2+, their weapons are fortified with the storm, increasing their rend by +1 for the rest of the battle.
6	**Conduit of Power** – spells are cast at +1. Rolls of an unmodified 12 deal the caster D3 mortal wounds. Rolls of an unmodified 2 deal the caster D6 mortal wounds as the raw arcane conduit is too much for the wizard to handle.

Setting Up A Game Order of Operations

For ease of setting up games and making sure that you are setting up the games in the same way as everyone else, follow the below steps.

Step	Description
1	**Generate Your Army –** Chapter I & II you use Path to Glory, which means field everything on your Path to Glory Roster. Chapters III, IV, and V you will generate a 2,000 point matched point army list. You may include units from your Path to Glory roster (and their experience upgrades) though units may never be increased in number from your Path to Glory roster. When in Chapters III & IV you will generate army restrictions (see Appendix chart following Setting Up A Game Order of Operations) In Chapters I & II you do not get to use any allegiance ability, faction terrain, spells, endless spells, or artefacts. In Chapters III, IV, and V you may use allegiance abilities, though spells, artefacts, endless spells must be unlocked via Glory Points.
2	**Create the Table –** Roll 2D6 (path to glory) or 3D6 pieces (everything else) of terrain for the table and use the terrain generator chart to populate the table. Use the Terrain Ability chart found in the appendix to assign an attribute to each piece of terrain that does not have its own warscroll.
3	**Generate The Scenario –** If not using a fixed battle plan, generate your scenario. Page 14 of this ruleset contains the chart for picking a scenario. The open war scenario builder can be found in the General's Handbook
4	**Place Objectives –** Depending on scenario, place your objective markers
5	**Place Faction Terrain** – Place your faction specific terrain. Faction specific terrain cannot be placed closer than 3" to any objectives and 6" from other terrain.
6	**Generate Hidden Agenda –** Generate your hidden agenda using the General's Handbook 2019 p.20 Achieving this agenda gives you a bonus Triumph
7	**Play Your Game**
8	**Record Results –** Record the results of your game. You may spend Glory Points on unit experience, champion experience, or unlocking spells, endless spells, or artefacts.
9	**Generate Triumph** – the winning player generates a Triumph that may be used in their next battle. Refer to the Triumph chart found in this appendix.

Kingmaker Army Generator

When creating an army for Kingmaker, if you are playing in the Path to Glory chapters, you simply field your Path to Glory roster.

When playing in Chapters III & IV, the Army Generator will be used. The restrictions placed here represent not always having everything at your disposal that you want, and having to make due with what you do have available.

Armies will be created at 2,000 points using Matched Play rules. However, the following restrictions will be in place:

Mercenary Companies & Allies
Mercenary Companies and Allies are allowed and you may field up to 400 points of them in your roster.

Battleline
Units that are deemed Battleline AND that have 1 or 2 wounds on their profile may be taken without restriction.

Elites
Elite units are units not deemed Battleline, or are Battleline units that have 3 or more wounds on their profile. Roll a D6 and add 1. This is how many elite choices may be fielded. Note a choice equals one selection off of the matched play chart. For example, a unit that can have 30 models but comes in 10s would be 3 choices if you took all 30 models. *Battleline* elite units are simply one selection regardless of how many are taken in the unit to represent their more readily available numbers.

Leaders
Roll a D6. The number rolled is how many leader slots are available to you for this battle.

Monsters & Artillery
Roll a D3 and subtract 1 from it, and do that twice. The total is the number of monsters available this battle (0-4). Do this again for the number of artillery available.

I Don't Have the Models to Make 2000 points with these restrictions!
It can be that a player only owns 2000 points and restrictions mean they can't field a full 2000 pts

If a player's force is outnumbered by 20% or more in points (they can only field 1600 points or less) then they may draw a ruse. Additionally, their opponent can never gain a sudden death victory condition against them. If outnumbered by 40% or more, they may draw a sudden death victory condition in addition to the ruse.

Alternately, the player with less points can try for a Meeting Engagement (1,000 point game). If choosing this option they roll off with their opponent, and if they win the game becomes that.

Scenery Table

All terrain on the table should have scenery rules. If a terrain piece has no warscroll attached to it, then roll on the below scenery table to generate its special rules.

Table A (1-3)		Table B (4-6)	
D6	Scenery Rule	D6	Scenery Rule
1	**Damned** – At the start of your turn you can pick one friendly unit within 1" of Damned terrain and make a sacrifice. If you do then the unit takes D3 mortal wounds but you can re-roll hit rolls of 1 for that unit until the beginning of the next turn.	1	**Overgrown** – Models are not visible to each other if a straight line drawn between the closest points of the two models crosses over more than 1". This rule does not apply if either model can fly.
2	**Arcane** – Add 1 to casting, unbinding, and dispelling rolls for **Wizards** while they are within 1"	2	**Entangling** – Subtract 2 from run and charge rolls (min of 0) for units that are within 1"
3	**Inspiring** – Add 1 to the Bravery of units while they are within 1"	3	**Volcanic** – At the start of each turn roll a dice for each volcanic terrain feature. On a 6 each unit within 1" takes D3 mortal wounds.
4	**Deadly** – Roll a dice for each unit that finishes a normal move or charge move within 1". On a 1, that unit suffers D3 mortal wounds.	4	**Commanding** – At the start of your turn, if your general and no enemy general is within 1", add 1 to the number of command points you receive for that turn.
5	**Mystical** – roll a dice each time you allocate a wound or mortal wound to a model within 1". On a 6+ that wound or mortal wound is negated.	5	**Healing** – At the start of your turn, roll a dice for each friendly unit that is within 1" of this feature. On a 6 you can heal D3 wounds allocated to that unit. Healing does not bring dead models back.
6	**Sinister** – Subtract 1 from Bravery of units within 1"	6	**Nullification** – At the beginning of the player turn if any **Heroes** from your army are within 1", 1 of them can attempt to unbind 1 spell in the same manner as a **Wizard**. If they can already unbind spells, they can attempt to unbind an additional 1 spell. In addition, any endless spell that is set up or finishes a move within 1" is automatically dispelled

Ruses

Ruses are used during battles where your opponent has 20% or more points than you do at the start of the battle, due to restrictions on an army that may exceed what a player can field due to a limited model collection.

D6	Ruse
1	**Outflank –** Play this card after set up is complete but before the first battle round. Pick one of your units and remove it from the table. You must set it up again at the end of either your first or second turn, more than 9" from the enemy and so that the unit is wholly within 9" of the edge of the battlefield. This counts as the unit's move for the movement phase.
2	**Inspiring Speech –** Play this after set up is complete but before the first turn. As long as your general has not been slain, units in your army do not take battleshock tests.
3	**Reinforcements –** Play this at the beginning of any of your turns. When you do pick one unit from your army in which all of the models have been slain. You can set up the unit again, more than 9" from the enemy and so that the unit is wholly within 9" of the edge of the battlefield. This counts as the unit's movement.
4	**Ambush –** Play this after setup but before the first turn. Pick up to three of your units to be set up in an ambush. You can set these units up again, anywhere not in your enemy's territory and is more than 12" from enemy models.
5	**Trap –** Play this at the beginning of a Hero's activation. That hero can set a terrain feature on fire within 3" of it. For the rest of the battle any model (friend or foe) that ends their movement phase in or on that terrain feature is slain.
6	**Revenge –** Play this if your general is slain. For the rest of the battle you can add 1 to the wound rolls made for all models in your army.

Twists

Every game contains a twist. Generate it on this table.

Table A (1-3)		Table B (4-6)	
D6	Twist	D6	Twist
1	**Storm of Magic –** Add 1 to all casting and unbinding rolls. If any cast or unbind is a double, the caster suffers a mortal wound. If the roll was a double-one, the caster suffers D3 mortal wounds.	1	**Blessed Healing –** Each player can pick a friendly unit at the start of their turn. That unit heals D3 wounds. This does not bring dead models back to life.
2	**Dead of Night –** The maximum range of attacks and spells is 12".	2	**Meeting Battle** – Models are not deployed on the battlefield at the start of the game. They instead come on to the battlefield by moving onto the table from their territory's table edge.
3	**Grudge Match –** No units have to take battleshock tests in this battle	3	**Many Paths to Victory –** Draw an additional objective card. If the players each achieve an objective, the battle is a draw.
4	**Additional Forces –** The players can generate an additional +250 points of units	4	**Double or Nothing –** roll two more twists, ignoring another result of Double or Nothing
5	**Eager for Battle –** Add 2" to the move of all models, and add 1 to all run and charge rolls	5	**Lashing Rain –** All shooting, run, and charge rolls suffer -1 penalty.
6	**Wrath of the Gods –** At the beginning of each turn, each player rolls 3 dice. For each roll of 6, they can pick a separate enemy unit and inflict D3 mortal wounds on it.	6	**Frenzy –** Add 1 to the attacks characteristic of all melee weapons

Sudden Death

Sudden Death victory conditions allow forces that are outmatched on the table via list superiority to achieve a victory by pursuing a non-standard objective.

D6	Victory Condition
1	**Drive them out –** Starting from the 3rd round, play this at the end of your turn if there are no enemy models in your territory. You win the battle!
2	**Vendetta –** Play this card if you slay all enemy heroes on the battlefield. You win the battle!
3	**Vital Ground –** Play this card before the start of the game after both armies have set up. Pick one terrain feature that is in enemy territory. If you have at least one friendly model within 3" of that terrain feature at the end of the fourth round, you win the battle!
4	**Endure –** Play this card if you have at least one model still on the battlefield at the end of the fifth round. You win the battle!
5	**Blunt –** Play this card if you have slain at least half (rounding up) of the enemy models that your opponent started with at the beginning of the battle. You win the battle!
6	**Assassinate –** Play this card if you slay the enemy general. You win the battle!

Objective

The victory condition for the scenario.

Table A (1-3)		Table B (4-6)	
D6	Objective	D6	Objective
1	**Treasure Hunters –** Six objectives are placed on the table. These must be more than 6" from other objectives and table edge. At the start of each turn they must roll a dice for each objective that they control (alternating between players). If they roll a 6 then remove the other objectives. The player that controls this objective at the end of the 5th round wins.	1	**Invasion –** Both players place an objective anywhere in their territory more than 6" from the edge of the battlefield. A player wins once they control both objectives at the end of a turn.
2	**Drawn and Quartered –** Each player sets up two objectives, 12" from the center of the table and more than 6" from a table edge and 18" from other objectives. Each player scores 1 point at the end of each turn for every objective they control. At the end of the fifth round the player with the most points wins.	2	**War of Attrition –** Victory points game. Add up the points values of all units slain. The player with the most points wins.
3	**Burn and Pillage –** Each player sets up 3 objectives anywhere in their own territory 6" from other objectives and table edge. Player can burn and pillage any enemy objective that they control at end of their turn. Remove the objective. The first player to burn and pillage all three enemy objectives wins.	3	**Take and Hold –** Place an objective in the center of the table. Each player then places an objective in their territory more than 10" from the edge of the battlefield. At the end of a turn the player scores 1 point if they control the objective. If the objective was already controlled by that player at the start of their turn, they score 3 points instead. The player with the most points at the end of five turns wins.
4	**Kill the Messenger –** Each player selects a model on the table at the beginning of the table that is not the general. That model must be slain to win the game.	4	**Glory Seeker –** Victory points. Add up the points value of all units slain. The player with the most points wins. Heroes and Monsters are worth double.

5	**King of the Hill –** Place an objective in the center of the table. The player that controls that objective at the end of five turns is the winner. Otherwise the battle is a draw.	5	**Occupation –** The players roll off, starting with the winner place an objective within 1" of each terrain feature. At the end of the fifth turn, the player that controls the most objectives wins the game.
6	**Field of Glory –** Place one objective in the center of the table. Then both players place an objective anywhere n their territory more than 6" from the edge of the battlefield and another objective. At the end of the fifth turn, the player that controls the most objectives wins.	6	**King Slayer –** Victory points. Add up the points values of all units slain. The player with the most points wins. If the enemy general was slain, double the score.

Triumphs

D6	Victory Condition
1	**Inspired –** Once per battle when a friendly unit is picked to shoot or fight, you can re-roll hit rolls for attacks made by that unit until the end of that phase.
2	**Bloodthirsty –** Once per battle when a friendly unit is picked to shoot or fight you can re-roll wound rolls made by that unit until the end of that phase.
3	**Indomitable –** Once per battle before you make a save roll for a unit you can re-roll save rolls for attacks that target that unit until the end of that phase.
4	**Unbowed –** Once per battle when a unit has to take a battleshock check, that unit automatically passes.
5	**Eager –** Once per battle before running or charging a unit can re-roll the run or charge roll.
6	**Cunning –** Once per battle you may use a command ability without spending a command point to do so.