

TIME OF WAR

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Deep within the deserts of the Realm of Death the revenant kings of old fought to hold off the encroaching Chaos hordes, while at the same time Sigmar sought to renew old alliances. The following rules are specific to battles fought within this barren realm and recreate its fantastical and desolate nature during the Realmgate Wars.

THE ENDLESS DESERTS

If you decide a battle is taking place in the Realm of Death, than you can specify it is occurring in the Endless Deserts. If you do the following rules apply.

INTOLERABLE HEAT

Roll a dice for each of your units in your hero phase, on the roll of a 1 they begin to feel the effects of the harsh sun. They are at -1 Movement for the rest of the game. These effects are cumulative and any units whose Movement is reduced to 0 are removed from play as they perish. **Death**, **Daemon**, and **Seraphon** units are immune.

MONUMENTS TO THE DEAD

Half of your scenery may be designated as Monuments to the Dead. Once you have deployed your scenery, but before rolling for its effects, pick half (rounding down) and roll a D3 on the following table instead.

Roll Scenery

- 1 Arcane:** Add 1 to the result of any casting or unbinding rolls for a wizard within 3" of this terrain feature.
- 2 Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On the roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
- 3 Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

THE SHIFTING SANDS

After setting up all scenery and choosing deployment zones, but before setting up any units both players roll a dice. The player that rolls higher may re-set up any one scenery piece of thier choosing anywhere on the board.



LEGIONS OF THE DEAD

All **Wizards** in the Endless Desert count as having the keyword **Death** for the purposes of casting summoning spells.

Wizards that already have the **Death** keyword recieve +1 to thier casting roll for summoning spells instead.



THE ENDLESS DESERTS TRIUMPHS

If you win a **major victory** in a battle in the Endless Deserts, you can roll on the following table instead of the Triumph table on the *Warhammer: Age of Sigmar* rules sheet.

D6 Reward

- 1 The Blessing of Ptra.** Pick one **Hero** in you army. They have been blessed by the rays of the ancient sun god Ptra. When this Hero dies roll a dice at the end of that turn. On a 4+ they are placed back on the table where they were killed with half of their starting wounds, rounding up.
- 2 Curse of Settra.** At the start of the game after deployment nominate one enemy unit. They are at -1 to hit for the remainder of the game as the ancient curse atrophies thier limbs.
- 3 Golden Death Mask of Khatep.** Pick a **Hero** in your army to wear the Golden Death Mask. All enemy units are at -1 Bravery while within 3" of the Hero as they are struck numb with fear.
- 4 Lore of the Dead.** Pick a **Hero** in your army. They may use the Legions of the Dead spell attribute even if they are not a **Wizard** or in The Endless Deserts.
- 5 Blade of Usirian.** Pick one **Hero** in army. They have uncovered the ancient and powerful Blade of Usirian and are at +1 to hit for the rest of the game.
- 6 The Mantle of King Phar.** Pick one **Hero** in your army to wear the Mantle of King Phar. They are imbued with the stubborn will of the ancient Tomb King and add 1 to their Wound characteristic.

SKULLSTORMS

A whirling dervish of sand and skulls, Skullstorms are an ever present danger out in the long stretches of desert. At the start of each turn roll a D6 and on a 5+ a Skullstorm appears. The player whose turn it is places it anywhere on the board at least 3" away from any unit, friendly or enemy. You may either model your own Skullstorm, or simply use any marker such as a spare dice or coin. There can only ever be 1 Skullstorm on the board at any time.

In their hero phase the controlling player may move it up to 10" in a straight line. Any unit touched by the Skullstorm suffers D3 mortal wounds. The affected units are also at -1 Bravery until the controlling players next hero phase.

At the start of each turn both players roll a dice for the active Skullstorm on the board. Whichever player rolls highest controls the Skullstorm for that hero phase.

A Wizard or Priest may attempt to disband a Skullstorm in thier own hero phase in lieu of casting a spell on a 6+ if they are within 18" of the Skullstorm's current position.

NAGASH'S WILL

The revenants of the desert only serve Nagash begrudgingly. If a **Death** army contains both units with the **Tomb King** keyword and **Nagash**, **Arkhan the Black**, **Mannfred**, or **Neferata**, then all **Tomb King** units are subject to the Nagash's Will special rule.

They must stay at least 3" away from any of the heroes listed above and may never willingly join a combat that **Nagash**, **Arkhan**, **Mannfred**, or **Neferata** are a part of. **Tomb King** units may also never shoot at an enemy unit engaged in combat with one of the listed heroes.

However, if **Nagash** is present he may attempt to enslave them to his will. If you wish a **Tomb King** unit to perform one of the above actions then you may roll two D6 and compare the result to **Nagash's** Bravery characteristic. If it is less then his Bravery then he has bent them to his will and they may behave normally, ignoring the Nagash's Will special rule. The affected Tomb King unit suffers -1 Bravery for the remainder of the game, as thier sense of self is slowly eroded by the Lord of Undeath. **Tomb King** units summoned by **Nagash** are automatically enslaved by **Nagash**.

Settra may never be enslaved by **Nagash**.

Settra does not serve. Settra rules.



USEKHP'S INCANTATION OF DESICATION

All **Wizards** with the **Death** keyword in the Endless Deserts know the Usekhp's Incantation of Desication spell in addition to any other spells that they know.

Usekhp's Incantation of Desication has a casting value of 7+. If successfully cast, pick an enemy unit within 12" and in line of sight of the caster. The enemy unit suffers -1 to their hit, charge, and save rolls until your next hero phase. If you wish before casting you may increase the casting value to 10+, in which case the enemy unit also suffers -1 to their wound rolls.

