Siege of New Talabheim

A two-player narrative campaign set in the Mortal Realms of Age of Sigmar

By ExtraBushyBeards

Campaign Overview

- A narrative campaign set in Ghur, the Realm of Beasts
- **Age of Sigmar mobile app** recommended for an easy source of Battleplans
  - Every Battleplan used in this campaign can be found in the app's *"Age of Sigmar: Battle Pack"*
  - Battleplans used in this campaign can be freely replaced and altered by the players
- Armies and their size is totally up to the players themselves; the rules and scenarios of this campaign are easily scalable to the amount of miniatures the players have at their disposal
- Use common sense, humour and good sportsmanship throughout the campaign – these are little plastic soldiers after all!
- The campaign features 6 linked battles, each of which will affect the next
- The winner of the campaign is determined in Battle 5, although the losing side will get one final chance to fight the campaign into a draw in Battle 6!

New Talabheim

Emerald Glades, Realm of Ghur

1 = Changing of the Watch

2 = Ambushing the Adversary

3 = Hold Them at the Gate!

4 = Slaughter in the Streets

5 = Ceasing the Citadel

6 = Fall Back!

Campaign Background

New Talabheim is a prospering fortress city at the edge of the Emerald Glades, a relatively peaceful location in the otherwise wild and untamed Realm of Ghur. A solitary stronghold of civilization in the entire region, the city and its walls offer a safe haven for the Free Peoples to live in.

Now, after many decades of peace, war has at last come to the Emerald Glades. A power-hungry Tzeentchian sorcerer Izazel the Twisted has lead his army of mutants and barbarians to the Glades for reasons yet unknown, but one thing is for sure…

it will be nothing good for New Talabheim and its population.

*Will **Governor Roland Blauenlaufel** be able to drive these invaders from the gates of his fair city, or will the servants of **Izazel the Twisted** prevail in their sinister schemes?*

Battle 1: Changing of the Watch

Everything's nice and quiet at the East Watch. It's been several months since any orruks or beastmen have attempted their foolish raids on the Emerald Glades, and many of the watchpost's garrison have been allowed into the city to spend their vacations and salaries.
Izazel the Twisted leads one of his warbands in an attack to silence the East Watch now that the garrison is momentarily reduced, so that no word of an invading army will reach the city before his hordes are at the very gates of New Talabheim!

About the Battle:
This battle is a prologue to the campaign, representing events before the city itself is laid under siege. The invaders attempt to capture the Eastern City Watch to maintain the element of surprise for their main army and to silence the stronghold's deadly cannons overlooking the city.

Battleplan: The Watchtower
Armies: The garrison of the Watch is somewhat reduced, mainly consisting of regular footmen and their Captain, while a hand-picked warband of fierce barbarians and mutants assails them. Luckily, though, a small group of more elite freeguilders is approaching the Watch, returning from their day-off in the city!
Chaos Victory: The East Watch has been silenced and no warning could be sent into the city! You will be the Ambusher in Battle 2.
Free People Victory: A warning has reached the city! You will be the Ambusher in Battle 2. In addition your general will be able to use a special Command Ability in Battle 4.

Battle 2: Ambushing the Adversary

After the attack on East Watch it is now time to mount some casualties on the enemy forces. Whether it will be Izazel's minions trying to stop an escorted supply caravan from reaching the city, or Governor Blauenlaufel's troops mounting a stiff resistance on the Bridge of Maidens, blood is sure to be spilled on both sides.

About the Battle:
If Chaos won in Battle 1, they will now be ambushing a supply caravan that approaches the city totally oblivious to the presence of an invading army.
If Free Peoples won in Battle 1, the alerted city will send a detachment of troops to ambush the oncoming invaders at the bridge leading to New Talabheim.

Battleplan: The Trap
Armies: Regardless of who will be the ambusher, the battle will take place at the Bridge of Maidens, a perfect bottleneck in which to place a trap. There are no particular limitations for either army, but should the Free Peoples be the ones being ambushed it is recommended to place a wagon or two in their deployment zone for the sake of the narrative!
Chaos Victory: Despite some suffered casualties you have isolated your enemies from the outer world! Your opponent will only be able to fire each of his warmachines D6 times in Battle 3 due to the lack of ammunition supplies (roll for each warmachine after deployment).
Free People Victory: Thanks to the bravery and valour of your troops, the foe hasn't been able to encircle you completely! A steady stream of supplies from outside the city keeps your artillery in good shape: re-roll failed Hit rolls of 1 for your warmachines in Battle 3.

Battle 3: Hold Them at the Gate!

After three weeks of stale siege and fierce skirmishing, Izazel the Twisted now commands the entirety of his invading horde to storm the walls of the fortified city! The defenders are spread thin as a sea of bloodthirsty foes assaults New Talabheim from all fronts.
Governor Roland Blauenlaufel leads his brave freeguilders in the battle for the Main Gate where the evil sorcerer himself leads an unrelenting charge to breach the walls!

About the Battle:
If Chaos won in Battle 2 the city's artillery is running low on ammunition by now. Each Free People warmachine must roll a D6 before the first battle round: this is the number of times the warmachine can be fired during this battle.
If Free Peoples won in Battle 2 the artillery is in good shape and there is enough ammunition to fire away more recklessly. Each Free People warmachine may re-roll failed hit rolls of 1 for the duration of the battle.

Battleplan: Storm the Walls
Armies: Representing the main assault on the gates of the city, larger armies are recommended for this battle to make it look more epic. There are no limitations for the armies, but a length of stone/wooden wall (preferably with a gate!) would be nice, fluff-wise!
Chaos Victory: You have breached the Main Gate and your hordes flood into the city! You may deploy up to 2 Warscrolls in reserve in Battle 4. Reserves may arrive in any of your movement phases from any table edge except your opponent's. This counts as their movement for that turn.
Free People Victory: You valiantly held the Main Gate but the enemy still broke into the city elsewhere! No matter, you now have a group of troops in your foe's rear: you may deploy up to 2 Warscrolls in reserve in Battle 4. See above for details.

Battle 4: Slaughter in the Streets

The city walls have been breached in several locations and now the city guards engage the enemy in bitter fighting across the streets of New Talabheim. As the hordes of Izazel the Twisted slowly draw closer to the Emerald Citadel at the heart of the city, reinforcements from the battle at the Main Gate and the control of the East Watch may prove useful in turning the tide of the war to either side's favor!

About the Battle:
As the war for the fate of New Talabheim nears its climax the victories and defeats of battles past will begin to weigh even more. The victor of Battle 3 will be able to bring in reinforcements from the flanks of the enemy, a notable advantage in the brutal fight for the control of the streets. In addition, if Free Peoples won Battle 1 and maintained control of the East Watch, they are now able to bring the Watch's cannons to bear upon the invaders in the city: the Free People General gains an additional Command Ability called "Artillery Barrage", which allows him to choose D3 enemy units in line of sight that will be attacked by a Great Cannon (use the Warscroll found in Age of Sigmar app) as if it were a shooting phase.

Battleplan: Sudden Assault

Armies: Chaos hordes flood the city streets to do battle with the tenacious defenders. There are no limitations for either army. Remember to use the reinforcements from Battle 3 if you're entitled to such a luxury!

Chaos Victory: Your unstoppable advance in the city allows you to choose to go first or second in Battle 5.

Free People Victory: A tactical withdrawal after the victory in the streets lets you choose to go first or second in Battle 5.

Battle 5: Ceasing the Citadel

The bloody clashes fought in the streets of New Talabheim have finally reached the Emerald Citadel at the heart of the city. As Izazel prepares his forces for one final push to take the inner city, Governor Blauenlaufel marches out of the Citadel's gates with the full remaining might of his freeguild army!
The fate of New Talabheim and its population will be decided here and now; will it be salvation by their lord Governor, or destruction in the hands of the wicked sorcerer?

About the Battle:
This is the real deal! Regardless of the results from any earlier battles, this clash will determine the victor of this campaign. Will the invading horde be broken and driven out of the battered gates, or will it be a defiant last stand for the valiant defenders?

Battleplan: Pre-emptive Strike

Armies: This battle is the most epic of them all. Deploy a suitable set of walls and/or towers along with a gate in the Free People deployment zone to represent the Citadel. In this battle, the Citadel's gate will be used as the Battleplan's Realm Gate, representing freeguilder reinforcements marching out of its depths. The reinforcemens that the Chaos player will receive in the scenario are considered as roaming warbands arriving from the city streets to join the fighting.

Chaos Victory: Your hordes have broken into the Emerald Citadel and the city is at your mercy, victory is yours! Free Peoples will be the retreating side in Battle 6.

Free People Victory: The valour of your troops is the stuff of legends, you have defeated the invaders and routed them! Chaos will retreat in Battle 6.

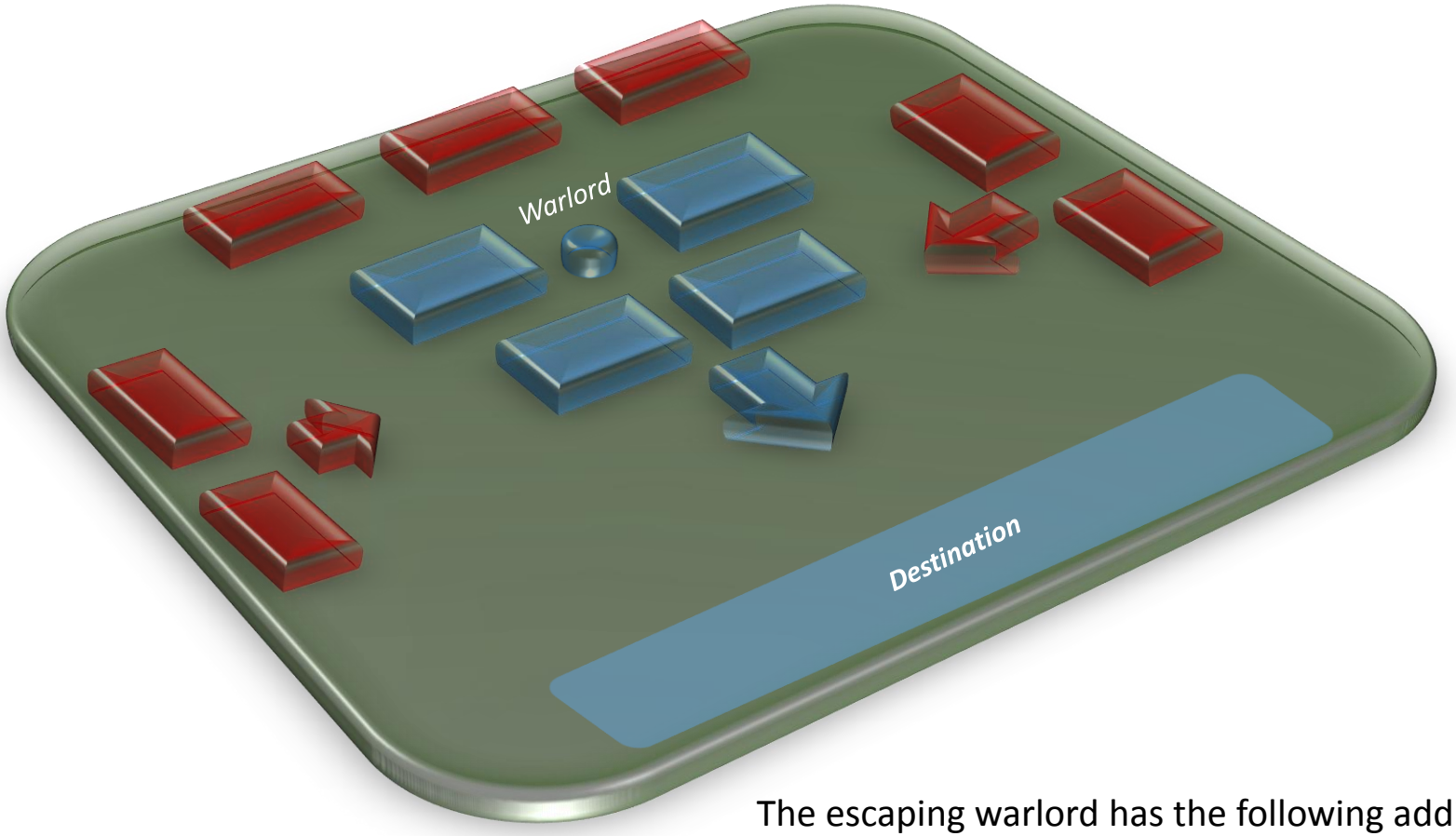
Battle 6: Fall Back!

The fight for New Talabheim is at an end. After a series of vicious battles one side has been decisively defeated and must flee the city under heavy pressure from the dominating victor.
All that is left for those who lost is to get their leader to safety, so that he might some day rally his followers for an attempt to even the scales with the current victor…
The best chance of escape lies south where several quality ships await in the harbor, totally unguarded…

About the Battle:
By now the fate of New Talabheim has already been decided and it all comes down to securing the ultimate victory. The dominating force will have to deliver the final killing blow by hunting down the enemy warlord before he escapes and rallies a new army to challenge them in the future! Should the retreating side win this battle, the campaign will be considered a hard-fought draw.

Battleplan: Personal Retinue (homebrew-scenario, see next page)
Armies: A small but elite retinue, representing battered survivors, should be used as the retreating general's escort. The confident forces of the victor will do anything in their power to stop them, for if the enemy warlord reaches the boats in the South Harbor he will make his escape!
Campaign Winner's Victory: You have slain the enemy warlord, your foe is utterly vanguished! Congratulations for your glorious victory!
Retreater's Victory: Despite your foe trying his best to stop you, your general has made a heroic escape! The city was left in the hands of your rival, but perhaps one day you'll be able to contest it again. Rejoice, for you have undermined the enemy victory by living to fight another day!

Battleplan: Personal Retinue



Set Up: The escaping warlord is set up 12” from the northern board edge towards the centre of the field. A small retinue should be deployed within 6” of the warlord to act as his personal retinue and protect him in battle.
The pursuer may then set up his forces within 3” of the northern, western and eastern table edges, but no further than half the field’s length.

Objectives: The escaping warlord goes first in the first battle round.
The escape has succeeded when the warlord finishes his move outside the table from the southern table edge. If the warlord is slain or hasn’t reached the table edge by the end of battle round 6, the pursuer has claimed victory!

The escaping warlord has the following additional Command Ability:

”Hold Them Back!”
If your general uses this command ability, choose friendly unit within 10”. Any enemy units within 3” of the target unit may not retreat until your next hero phase.