

THE PURGE OF ANVILGARD

It is the final weeks before the fall of Anvilgard, and a wave of terror has consumed the city. A spate of gruesome murders has left panic and paranoia in its wake but few answers, and while open insurrection has not yet spilled out onto the streets, danger lurks in every shadow. Keiser Ven Brecht, a Lord-Veritant to the Anvils of Heldenhammer, has been tasked with bringing to justice those who would threaten the City of Scales. It is a race against time, for the city's armies – including even the Stormcast Eternals – are already stretched to breaking point, and an uprising from within could spell disaster...

NARRATIVE CAMPAIGN

This campaign is a narrative campaign for 2 players: one takes the role of Ven Brecht and the other the Blackscale Coil, the shadowy organisation that plots the city's downfall. The campaign will last for 3 or 4 battles as Ven Brecht uncovers clues as to the identity and whereabouts of the Blackscale Coil and then confronts one of its crimelords in battle. This narrative campaign explores the events that happen in *Warhammer Age of Sigmar – Broken Realms: Morathi*, and makes for a perfect evening or weekend's worth of gaming.

GETTING READY

Ven Brecht has been given authority to recruit any warriors to his cause. The Ven Brecht player musters a warband following these guidelines:

- 1 of the following factions is chosen for the warband: **Cities of Sigmar** ☠️ (Anvilgard 🏰), **Stormcast Eternals: Warrior Chamber** ⚔️, **Stormcast Eternals: Sacrosanct Chamber** ⚔️ or **Stormcast Eternals: Vanguard Auxiliary Chamber** ⚔️.

2. 1000 points' worth of fighters can be added to the warband.
3. If any allies are included in the warband, they must also be from any of the above factions.

In addition, the warband includes Ven Brecht as its leader. Ven Brecht does not cost any points and has his own fighter card and abilities as shown on the next page.

The Blackscale Coil player does not muster a warband to begin with. Instead, they are free to pick a different warband for each battle fought in the campaign, as explained later. Before the campaign can begin, the Blackscale Coil player must choose how to divide the assets of the Coil. There are 4 locations in the campaign: **Blackscale Harbour**, the **Gullies**, the **Ironweld Towers**

and the **Undertunnels**. The player picks 1 of these locations to hold the **major assets**, 2 others to hold **minor assets** and the last to be the **decoy** that holds an ambush instead! The location of the assets must be recorded and kept secret (note that a cunning player might turn the page to see what sort of battles are fought at each location and assign the Coil's assets accordingly).

THE BLACKSCALE COILS ASSETS

MAJOR ASSETS	MINOR ASSETS	DECOY
The Blackscale Coil player musters a warband of 1200 points.	The Blackscale Coil player musters a warband of 1000 points.	The Blackscale Coil player musters a warband of 1000 points.
After the battle, Ven Brecht uncovers 4 clues.	After the battle, Ven Brecht uncovers 2 clues.	The 'Isolated' victory card is used for the battle in this location instead. The Blackscale Coil player is the attacker.

FIGHTING CAMPAIGN BATTLES

Once the above steps are completed, the campaign is ready to begin. Fight each campaign battle as follows:

1. The Ven Brecht player chooses 1 of the 4 locations to search. Each location can only be searched once during the campaign.
2. The Blackscale Coil player musters a warband to a size determined by the assets that the location holds (see above). The faction of the warband must be **Cities of Sigmar** ☠️ (Anvilgard 🏰). The warband can also include 1 Scourgerunner Chariot (see opposite), 1 Hydra or Kharibdyss, and any number of **Daughters**

of Khaine ☠️ or Khainite **Shadowstalkers** ☠️, allies.

3. Battle groups are assigned as normal.
4. A player rolls on the victory table for the location being searched to determine which victory card is in play (unless the location is the Decoy: see above).
5. The Blackscale Coil player sets up the terrain, we recommend lots of ruins and buildings to resemble the cramped streets of Anvilgard.
6. 3 deployment cards are drawn. Each player discards 1 of them, starting with the Ven Brecht player. The remaining card is the

one that is used. The Ven Brecht player chooses which player uses which deployment points and how the deployment card orientates with the battlefield.

7. Any instructions on the victory card or twist card are carried out.
8. The battle begins.

THE AFTERMATH SEQUENCE

There is no aftermath sequence for the Blackscale Coil player (any fighters taken down are considered slain or imprisoned by Ven Brecht).

1. The Ven Brecht player uses a different aftermath sequence as follows:
 - Ven Brecht uncovers a number of clues determined by which assets the location of the battle held (see the previous page).
 - If Ven Brecht's warband earned a victory, Ven Brecht uncovers an extra D3 clues.
 - Ven Brecht uncovers 1 clue for each monster, Scourgerunner Chariot and ally included in the Blackscale Coil warband that was taken down.

- Lastly, roll a dice for each other fighter in the Blackscale Coil warband that was taken down. On a 6, Ven Brecht uncovers another clue whilst interrogating them within the confines of the Black Nexus.

2. The Ven Brecht player makes injury rolls and destiny rolls as normal.
3. Both players then make 1 roll on the lesser artefacts table. In the case of the Blackscale Coil player, they do not need to give the artefact to a fighter until they muster their warband for the next battle.
4. No other steps are taken, including adding and removing fighters for Ven Brecht's warband. If a fighter in Ven Brecht's warband is slain, he must continue with 1 fewer warrior at his disposal; there's no time to muster reinforcements!

THE FINAL BATTLE

Once Ven Brecht has uncovered 10 or more clues, he can confront one of the Blackscale Coil's crimelords. On average, it will take 2 or 3 battles to uncover 10 clues. To confront the Blackscale Coil crimelord,

the 'Bring to Justice' battleplan is fought. This is the final battle of the campaign and its outcome will determine who is declared the winner of the campaign. If after all 4 locations have been searched, Ven Brecht fails to uncover 10 or more clues, the campaign immediately ends and the Blackscale Coil player is the winner.

CONTINUING THE NARRATIVE

Whether or not Ven Brecht delivers justice unto the Blackscale Coil's crimelord, in the wake of this campaign, he takes his findings to the high conclave of Anvilgard – just in time for Morathi's arrival in the city! After playing through this Warcry narrative campaign, if you wish to continue Ven Brecht's story, you can find 2 battleplans for *Warhammer Age of Sigmar in Broken Realms: Morathi* that follow on from these events: **The Undertunnels** and **The Fall of Anvilgard**.

KEISER VEN BRECHT

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KEISER VEN BRECHT ABILITIES

[Double] Scour For Corruption: Pick 1 enemy fighter within 1" of this fighter and roll a dice. To the score of that roll, add the value of this ability and add the number of damage points allocated to that enemy fighter. If the total exceeds the Wounds characteristic of that enemy fighter, Ven Brecht immediately uncovers 1 extra clue. The same enemy fighter cannot be targeted by this ability more than once per battle.

[Triple] Lantern of Abjuration: Until the end of the battle round, subtract 1 from the value of abilities (to a minimum of 1) used by enemy fighters while they are within 9" of this fighter.

SCOURGERUNNER CHARIOT

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SCOURGERUNNER CHARIOT ABILITY

[Triple] Plough Through: Until the end of this fighter's activation, the next time this fighter makes a move action, it can move through fighters, but it cannot end its move on any fighters. At the end of that move action, allocate 2D6 damage points to each fighter it moved through.

THE CITY OF SCALES

BLEAKSCALE HARBOUR

Always a nefarious hive of underhand dealings and black-market trade, Bleakscale Harbour has seen an even greater number of murders than usual over the past weeks. Some are no doubt connected to the dark plot that threatens the city. Ven Brecht has learned of several warehouses by the docks whose ownership is missing from the city's record of tithes. It's time to kick down the door and learn what secrets are held within.

Battleplan

Victory: Roll a D3. The Ven Brecht player is the attacker.

- 1 – The Raid
- 2 – Defend the Find
- 3 – Hold Our Gains

Twist: Deluge

THE GULLIES

The dilapidated slums of Anvilgard's tumbledown districts – known locally as the Gullies – are known to be dangerous even to hardened troopers of the city's Freeguild. Bring some of the gangs that run rackets in these parts to justice, and put the survivors to interrogation. One of these criminals must know something of importance.

Battleplan

Victory: Roll a D3.

- 1 – Shock And Awe
- 2 – Dominate
- 3 – Vanquish

Twist: Eerie Silence

THE UNDERTUNNELS

The ancient sewers of Anvilgard run labyrinthine beneath its surface, a tangle of duardin-crafted stoneworks whose secrets are known only to a rare few. Bands of smugglers and other vagrant criminals are said to run their operations down here. Put an end to their schemes and unmask anything lurking below.

Battleplan

Victory: Roll a D3.

- 1 – No Quarter
- 2 – Raze
- 3 – Hunt For Glory

Twist: Foreboding Location

THE IRONWELD TOWERS

On the outskirts of Anvilgard rise vast watchtowers of the Ironweld that spew billowing clouds of noxious gases to keep the encroaching jungles beyond at bay. The obscuring miasma of chemical mist that hangs over the area would make a fine location to keep something hidden. Seek out any answers it holds.

Battleplan

Victory: Roll a D3.

- 1 – No Mercy
- 2 – Higher Ground
- 3 – Vantage Point

Twist: 'Billowing Vapour Clouds': No ability or attack action can be used to target an enemy fighter more than 4" away this battle.

MERCILESS JUSTICE

Over the past few weeks, Ven Brecht has been stamping out an insidious plot that has taken root in the shadows of Anvilgard. Every clue points to the same culprits: the Blackscale Coil. While the true leaders of the Coil are still masked in mystery, Ven Brecht has uncovered the identity and whereabouts of one of its many crimelords, a Black Ark Fleetmaster by the name of Thalos the Cruel. Ven Brecht now marches on Thalos' hideout in Bleakscale Harbour with his Black Watch retinue at his side, ready to deliver swift and terminal justice to those who have sought to undermine the God-King's rule in Anvilgard. Though for all the Lord-Veritant's power, it would be wise to approach with caution. Those of the Blackscale Coil are adept at lies and subterfuge, and no doubt this crimelord has treacherous machinations in place to help him escape justice. Blades are drawn; it's time for the final battle of this campaign to begin!

OVERWHELMING CONVICTION

Before the warbands are mustered, for each clue beyond 10 that Ven Brecht has uncovered, the Ven Brecht player can choose 1 of the following rewards: 1 additional wild dice, or 1 additional roll on the Lesser Artefacts table. For example, if Ven Brecht has uncovered 12 clues, the player can choose 2 rewards. This represents Ven Brecht being better prepared the more he has discovered about the Blackscale Coil!

BLACKSCALE COIL WARBAND

The Blackscale Coil player musters a warband of 1000 points following the same guidelines in the 'Fighting Campaign Battles' section on the previous pages. In addition, the warband includes the Crimelord of the Coil as its leader. This fighter does not cost any points and has its own fighter card and abilities as shown below. The Crimelord of the Coil must be placed into the Shield battle group.

TERRAIN

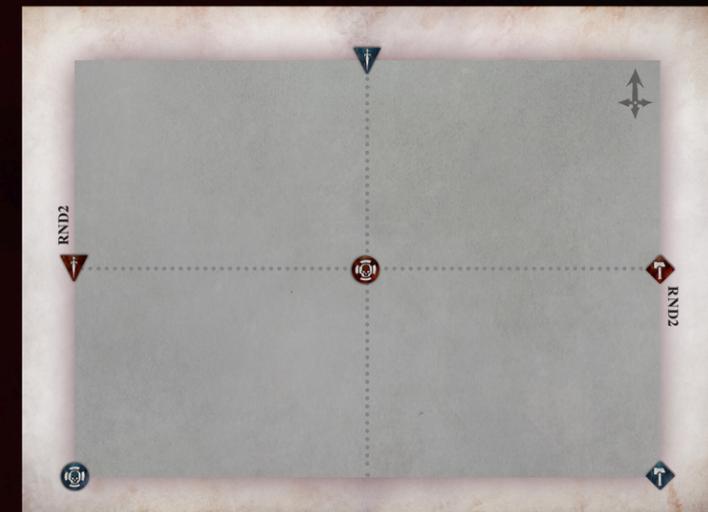
The Blackscale Coil player sets up the terrain to resemble the crimelord's hideout. The Ven Brecht player chooses how the deployment card orientates with the battlefield.

DEPLOYMENT

See the map above. The Ven Brecht player uses the blue deployment points.

VICTORY

A player wins the battle as soon as their opponent's leader is taken down. Alternatively, if the Crimelord of the Coil starts their activation within 1" of a battlefield edge and is



not within 1" of any enemy fighters, they make their escape and the Blackscale Coil player wins.

TWIST

Thick fog covers the battlefield. No ability or attack action can be used to target an enemy fighter more than 4" away this battle. At the start

of the second and each subsequent battle round, a player rolls a dice. If the score is less than the number of the current battle round, the fog clears and this twist no longer affects the battle.



BLACKSCALE COIL CRIMELORD ABILITY

[Double] Murderous Swashbuckler: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter.