



SHADOW WAR

CAMPAIGN HANDBOOK

AGE OF SIGMAR

SEASON 2



Emboldened by her newfound power, Morathi has wrought a devastating blow to the city of Anvilgard. The forces of Order strike back, launching an invasion of the Realm of Shadow, Ulgu. Fighting with righteous fury, they push to establish a foothold in the dark realm, in order to better deliver a final assault against the self-proclaimed goddess.

Seeking to exploit this conflict, the armies of the Ruinous Powers strike at both sides, spilling blood for their dark patrons. Nagash, the God of Death, dispatches his legions into Ulgu as well, raising the ever-growing number of dead under his command. The forces of Destruction gather on the edges of civilization, ever following the sounds of war and mayhem.

The Shadow War has begun.

TABLE OF CONTENTS

3 - Campaign Rules	9 - Swirling Mists
4 - Blessings of the Gods	10 - In Pursuit of Death
5 - Shifting Stones	11 - Twilight Grove
6 - Machines of War	12 - Deathgrasp Mire
7 - Sacrifice for Glory	13 - Supply Lines
8 - Hold the Line	14 - Bulwark of Defense

CAMPAIGN RULES

Each week, players can compete on the selected battleplan, or any previous battleplans. Some battleplans are asymmetrical and can be played twice, with players swapping who is the Attacker and Defender from the previous game. The schedule for which battleplans may be recorded is shown below.

WEEK	DATES	BATTLEPLANS AVAILABLE
1	11.15-11.21	Shifting Stones, Machines of War
2	11.22-11.28	Sacrifice for Glory, Hold the Line
3	11.29-12.5	Swirling Mists, In Pursuit of Death
4	12.6-12.12	Twilight Grove, Deathgrasp Mire
5	12.13-12.19	Supply Lines
6	12.20-12.27	Bulwark of Defense

REGISTRATION

In order for a player to record wins and be eligible for prizes, they must first pay a entry fee of \$10. After paying, players will need to register online at AtlantaWarhammer.com/ShadowWar. Completing this form is necessary so that player names can be available for the reporting form.

REPORTING

After each game, one player should submit a game report, located on AtlantaWarhammer.com/ShadowWar. This form should take less than a minute to fill out, so we recommend doing so as soon as the winner of the Major Victory is determined.

SCORING

Scoring will follow the chart below. Scores will be updated online as frequently as possible.

3 Points	Complete a battleplan for the first time
2 Points	Win a Major Victory on a battleplan for the first time
1 Point	Post pictures on Facebook of the battle (must include at least two photos, limit once per week)
	Write a narrative story about your army of at least 500 words and post to Facebook (once per week)
	Complete a battleplan that you have previously completed (max 3 per week)
	Win a Major Victory on a battleplan that you have previously completed (max 3 per week)

IMPORTANT: When posting to Facebook, please use the North Georgia Age of Sigmar facebook group, **and** attach the following hashtags to your post. Otherwise they will **not** be counted!

#gigabitescape #atlantawarhammer #shadowwar

THE MOST IMPORTANT RULE

As with any battleplan (even official ones) questions may arise when determining how rules interact with the scenerio. In this case, players should roll off to determine the result if an agreement is not reached. The most important thing is to keep the game going and have fun!

BLESSINGS OF THE GODS

Before the game begins, each player may select a blessing from the table below. You may only select a blessing from the list that corresponds to your faction's Grand Alliance.

Alternately, you may declare that you are choosing to appeal to the pantheon. If you do so, you do not select a blessing before the game begins. When you decide to use your blessing, roll a D3 and consult your Grand Alliance's listing to see which one is activated. If you activate a blessing in this way, you immediately gain either a command point or a relentless discipline point.

Blessings may be activated once per game at the beginning of your hero phase.

ORDER	
1	Sigmar's Fury: You may select up to D3+1 enemy units on the battlefield. Each unit you select suffers D3 mortal wounds.
2	Morathi's Scheming: You may select up to D3 friendly units on the battlefield. That unit may make a move or retreat action as if it were the movement phase.
3	Grungni's Resolve: You may select up to D3 friendly units on the battlefield. Each unit you select does not take battleshock tests until the beginning of your next hero phase.

CHAOS	
1	Khorne's Wrath: You may select up to D3 units on the battlefield. Each unit you select suffers one mortal wound that cannot be prevented or redirected in any way. In addition, reroll hits of 1 for that unit until the end of your next combat phase.
2	Nurgle's Resilience: You may select up to D3 friendly units on the battlefield. Each unit you select may heal up to D3 wounds.
3	Tzeentch's Misdirection: You may select up to D3 units on the battlefield. Each unit you select must immediately make a move action as if it were the movement phase, but cannot end this movement within 3" of any unit. If you have selected an enemy unit, you decide where it will move.

DEATH	
1	Blessing of Nagash: You may select up to D3 friendly units on the battlefield. Each unit you select may heal up to D3 wounds. If the unit you select contains only models with one wound, you may return up to D3 of them to the unit instead.
2	Curse of Nagash: You may select up to D3 enemy units on the battlefield. Each unit you select must add 2 to any battleshock tests they take until the end of your next hero phase.
3	Gaze of Nagash: You may select up to D3 enemy units on the battlefield. Each unit you select suffers one mortal wound. In addition, each unit you select must reroll save rolls of 6 until the end of your next combat phase.

DESTRUCTION	
1	Gork's Brutality: You may select one friendly unit on the battlefield. This unit may immediately attack (but not pile in) as if it were the combat phase.
2	Mork's Cunning: You may select up to D3 friendly units on the battlefield. Each unit you select may add +1 to run and charge rolls until the end of your next charge phase.
3	The Bad Moon's Light: You may select up to D3 units on the battlefield. Each friendly unit you select may add 1 to casting rolls until the end of your hero phase. Each enemy unit you select must subtract 1 from casting rolls until the end of their next hero phase.

PITCHED BATTLE: SHIFTING STONES

Between civilization stretches a desert of sand and stone. More than one unwary warrior has lost their mind to the shifting illusions that obscure enemy movements and reveal false truths.

SET-UP

Both players roll a die, re-rolling in the case of the tie. The player that rolls higher determines which territory each player will use.

The players alternate setting up units one at a time, starting with the player that won the previous dice roll. Models must be set up wholly within their own territory.

Instead of setting up a unit, a player may declare that they are hidden by illusions. No more than half (rounded down) of a player's units may be hidden in this way. At the end of a player's movement phase, they may place a hidden unit onto the battlefield, more

than 9" away from an enemy units. If a hidden unit is not on the battlefield by the beginning of turn 4, it is considered slain.

Continue to set up until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

OBJECTIVES

This battle is fought to control six objectives as shown on the map.

A player controls an objective if they have more models within 6" of the objective than their opponent at the end of the turn.

At the beginning of each round, before player's roll off for initiative, the player

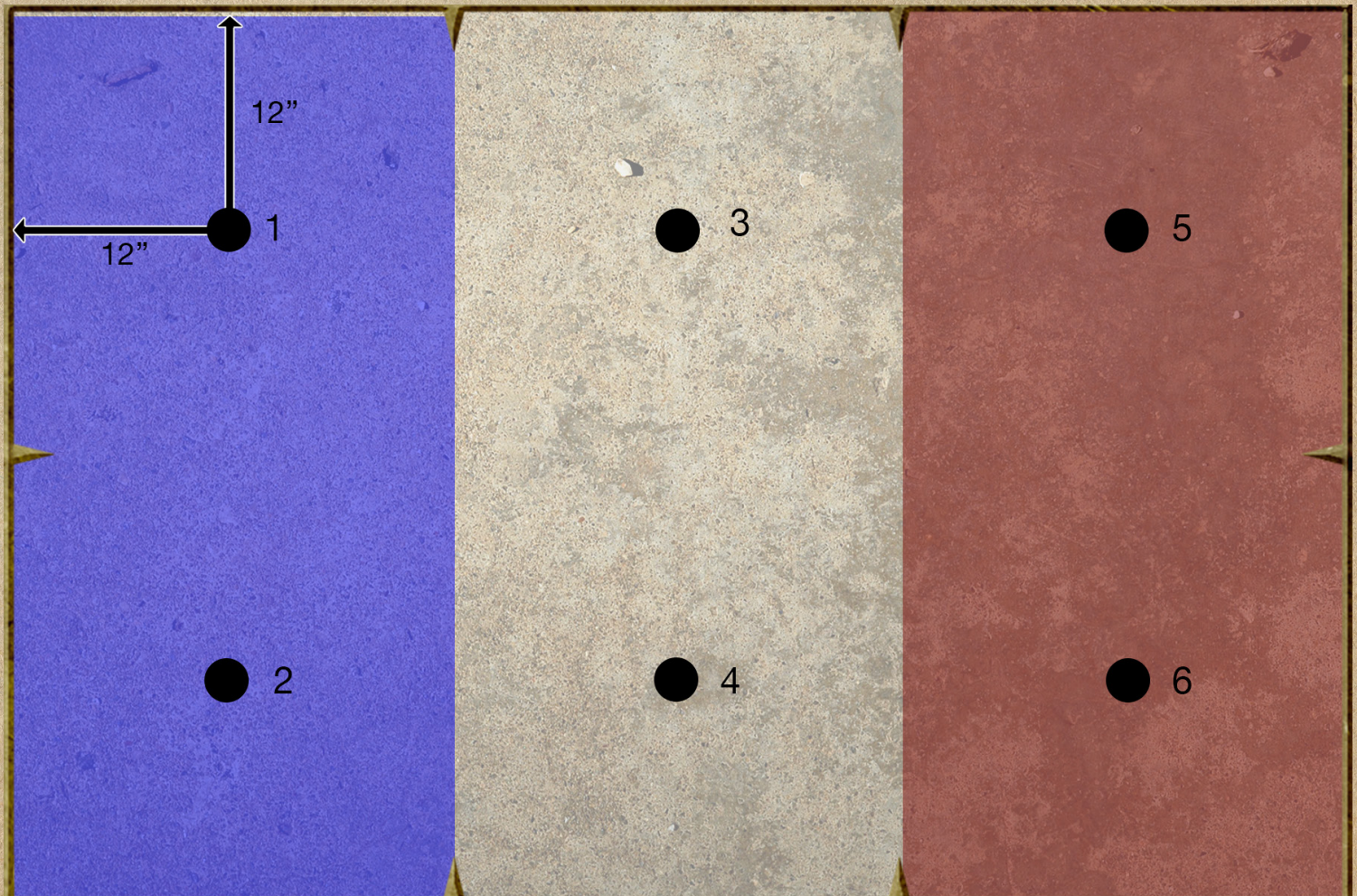
who went first in the previous round must roll a D6. If the value of the roll is equal to the value of an objective on the battlefield, that objective is revealed as an illusion and turns to dust. Remove it from the board. If the value of the roll is not equal to any remaining objectives, nothing occurs.

At the end of each player's turn, that player gains one victory point for each objective they control.

VICTORY

The player with the most victory points at the end of round 5 wins a Major Victory.

If players are tied for Victory Points, then each player adds up the total points of enemy units killed. If one player has more total points, they win a Minor Victory.



PITCHED BATTLE: MACHINES OF WAR

The ground cracks and shakes as massive machines of war are driven forth, ready to demolish enemy encampments from afar. The opposing forces launch a counter-offensive with the hopes of destroying these machines before they reach their intended targets.

SET-UP

Before deployment starts, one player must be nominated as the Defender, and one as the Attacker. The Defender must place all of their units first, before the Attacker places theirs. After all units have been set up, the Defender must take the first battle round.

Models must be set up wholly within their own territory.

SPECIAL RULES

During the defender's shooting phase, if they have a HERO within 6" of an objective, they may select an enemy unit within 24" and roll a D3. On a 2-5, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds instead. This ability may only be used once per objective, per shooting phase.

OBJECTIVES

This battle is fought over three objectives, each representing a huge machine of war.

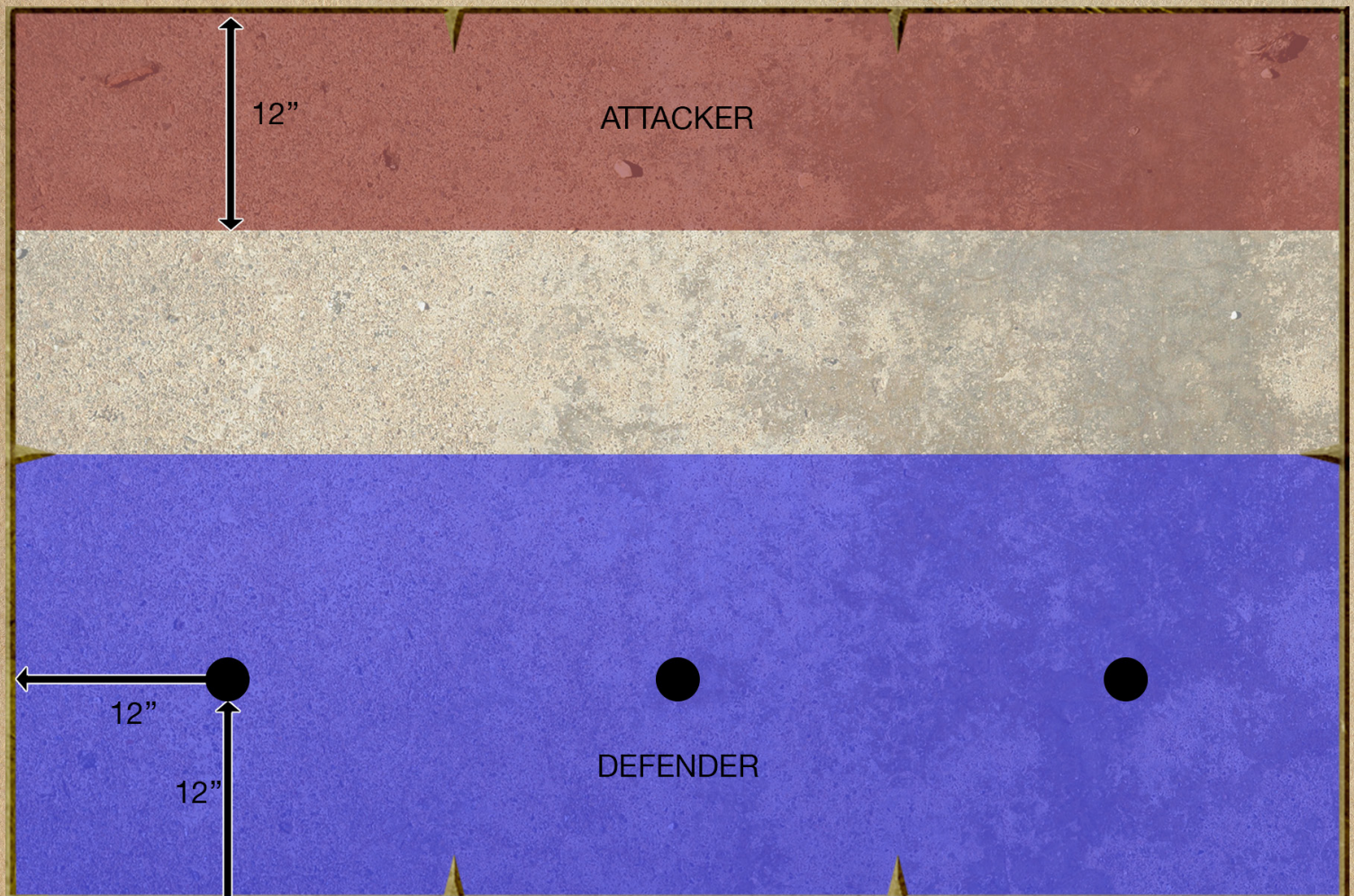
A player controls an objective if they have more models within 6" of the objective than their opponent at the end of the turn.

If, at the end of any player's turn, the Attacker has control of an objective, roll a D6. Add 1 to the roll for each objective that has already been destroyed. On a 3+, that objective is removed from play.

VICTORY

If at any time there are no objectives remaining on the battlefield, the Attacker wins a Major Victory.

If, at the end of turn 5, there are one or more objectives remaining on the battlefield, the Defender wins a Major Victory.



PITCHED BATTLE: SACRIFICE FOR GLORY

A bloody pit seeps powerful magic into the land. Whoever controls it can use it's power to mend flesh and bone...but only if a fitting sacrifice is made.

SET-UP

Both players rol a die. The player that rolls higher determines which territory each player will use.

The players alternate setting up units one at a time, starting with the player that won the previous dice roll. Models must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

OBJECTIVES

This battle is fought to control three objectives as shown on the map. The center objective is a Sacrificial Pit objective.

A player controls an objective if they have more models within 6" of the objective than their opponent at the end of the turn.

A player controls a Sacrificial Pit objective if they have more HERO models within 9" of the objective than their opponent.

At the end of each turn, a player gains 1 victory point for each regular objective they control, and 2 points if they currently control the Sacrificial Pit.

resisted or redirected in any way. Units that have the HERO keyword are not affected. If any models are slain by this damage, each HERO within 9" of the Sacrificial Pit may heal D3 wounds, rolled indivudally for each hero.

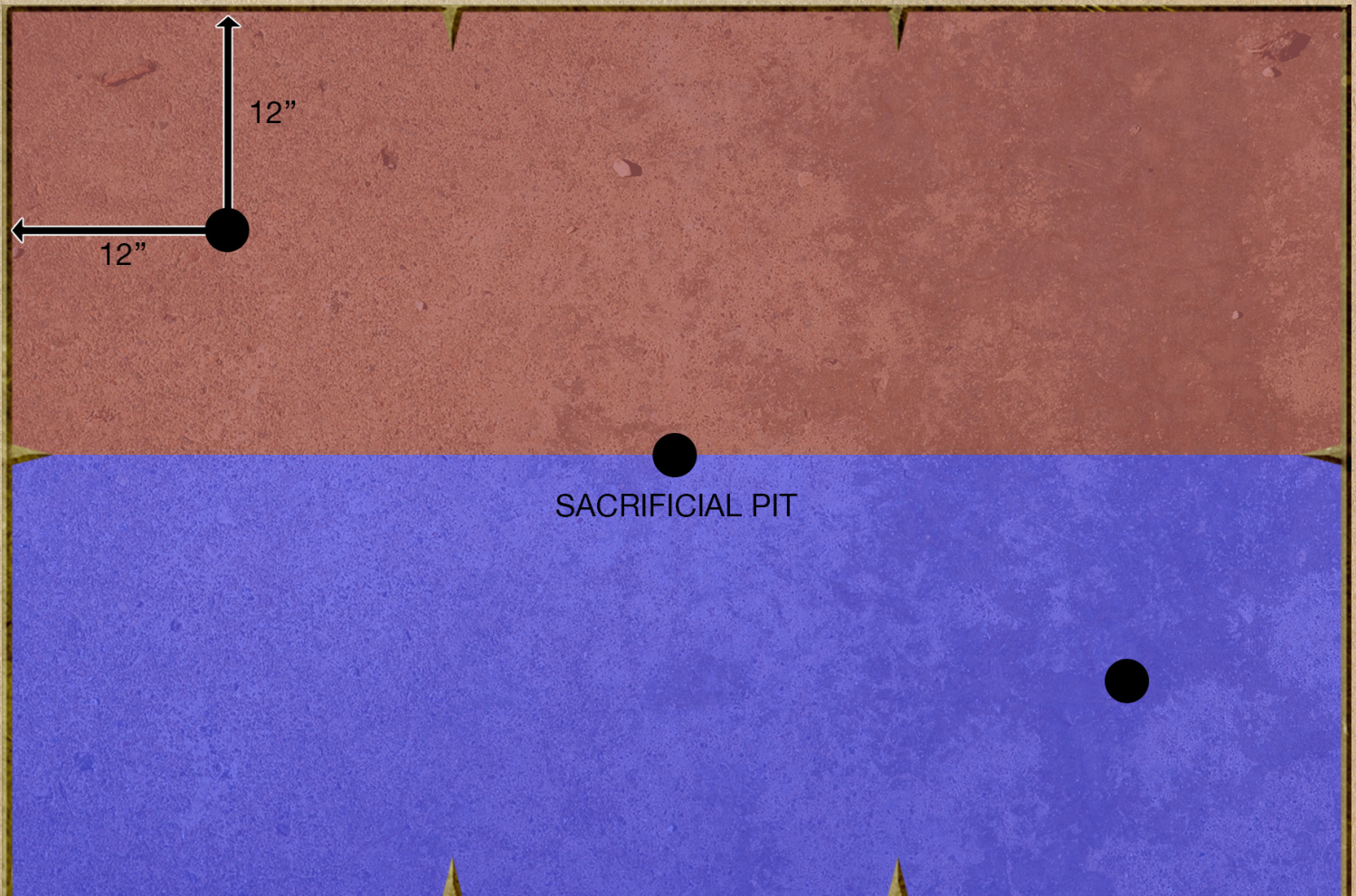
VICTORY

The player with the most victory points at the end of Round 5 wins a Major Victory.

If players are tied for Victory Points, then each player adds up the total points of enemy units killed. If one player has more total points, they win a Major Victory.

SACRIFICIAL PIT

During the hero phase, each friendly unit within 9" of the Sacrificial Pit objective takes 2D6 mortal wounds. These mortal wounds cannot be



PITCHED BATTLE: HOLD THE LINE

Cut off from the main force, a beleaguered detachment must survive a frenetic assault from all sides. Reinforcements approach quickly, but will they be too late?

SET-UP

Before the game begins, one player must be nominated as the Defender, and one as the Attacker. The Defender must then split their army into two contingents, a Survivor contingent and a Rescuers contingent. Each contingent must contain at least 1 unit, and the Survivor contingent must contain that army's general.

The Defender must place all of their units first, before the Attacker places theirs. After all units have been set up, the Attacker must take the first battle round. Defender Survivor units must be set up wholly within their own territory. If a Survivor unit cannot be set up wholly within the Defender's territory during deployment, it must be made part of the Rescuers contingent.

Attacker units must be set up wholly within 12" of the edge of the board.

REINFORCEMENTS

At the beginning of the second turn, before turn order is determined, the Defender may set up as many units from their Rescuers contingent as they like, wholly within 6" of the edge of the battlefield and more than 9" from any enemy units. Any units not set up in this fashion are considered slain.

COMMAND ABILITIES

The following command abilities may be used in this battle.

Defender: Steel Nerves - Pick a unit wholly within 12" of the model using this command ability. That unit cannot move, charge, or pile in until your next hero phase. Reroll all saves for that unit until your next phase.

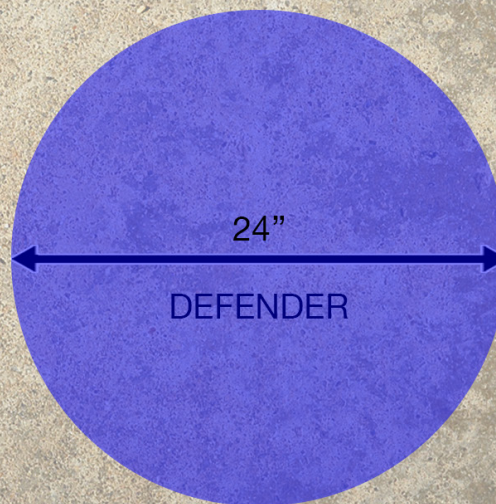
Attacker: Opportunistic Strike - The Attacker can use this command ability

in their hero phase. If they do so, they may reroll all charge rolls until their next hero phase.

VICTORY

If at the end of a battle round the Attacker has less than 1/4 of their starting army still on the battlefield, the Defender wins a Major Victory. This is determined by keeping track of the points value of any Attacker unit that is slain entirely.

If less than half of the models from the Survivors contingent are still on the battlefield at the end of the fifth battle round, the Attacker wins a Major Victory.



PITCHED BATTLE: SWIRLING MISTS

A swirling miasma of shadow magic works against all, misdirecting orders and separating soldier from commander.

SET-UP

Both players roll a die, re-rolling in case of a tie. The player that rolls higher determines which territory each player will use.

The players alternate setting up their units one at a time, starting with the player who won the previous roll. Models must be set up wholly within their own territory, more than 9" from any objective. When deploying a unit during setup, the player controlling that unit must roll a D3. That unit must be deployed to the corresponding zone on the map. Your General may deploy in whichever zone you would like.

If a unit would be set up from reserve at any point in the game, you may select either territory and roll a D3. That unit is then set up in the corresponding zone,

following all other rules for its set up as normal.

MISTY TRAVERSAL

If a unit begins its movement phase wholly within 6" of any board edge, you may remove it from the battlefield. At the end of your movement phase, select a territory and roll a D3.

That unit must be set up within the corresponding zone, wholly within 6" of the edge of the battlefield and more than 9" from any enemy units. If a unit that has been removed cannot be set up in this way, it is considered slain.

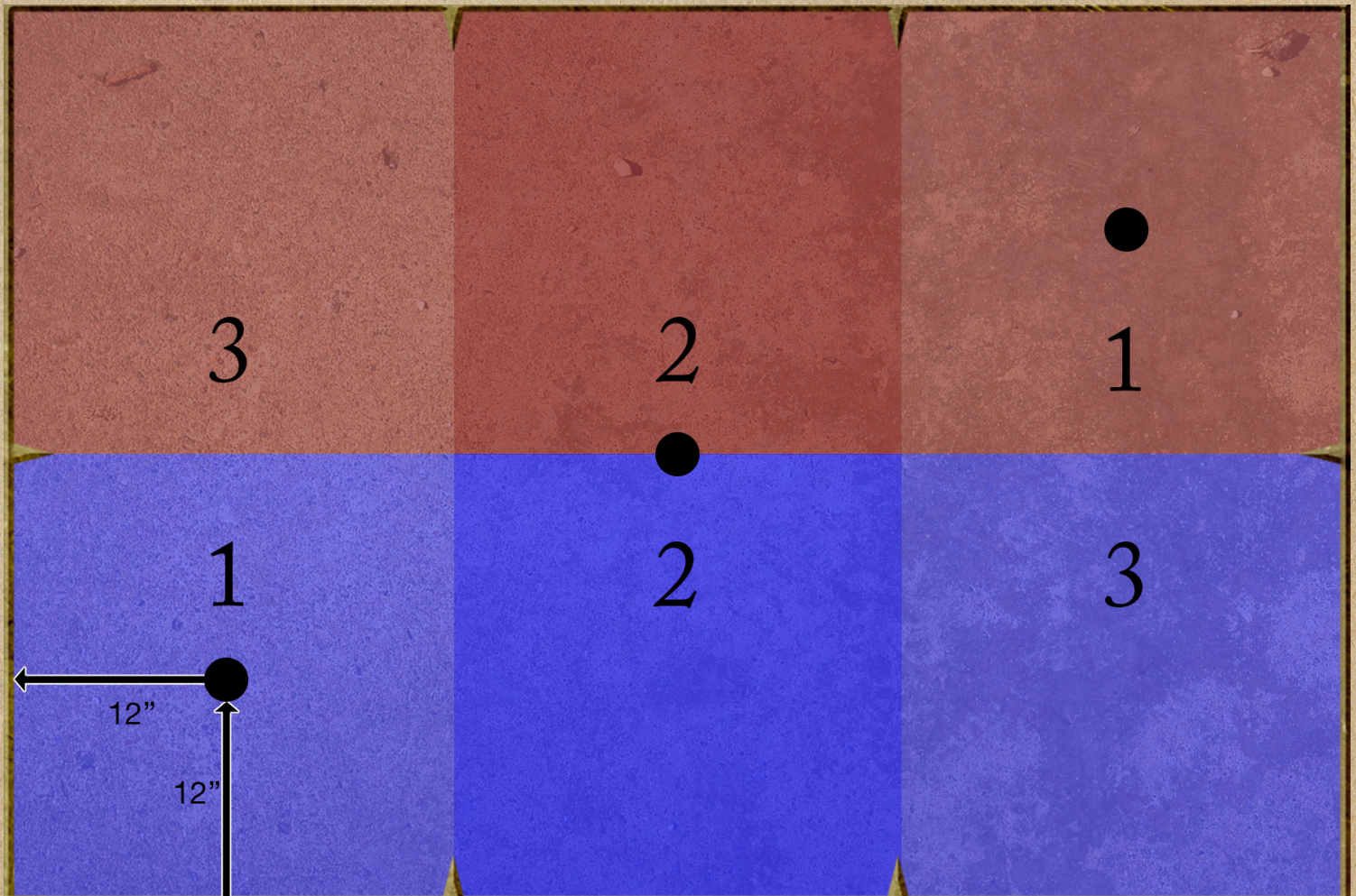
OBJECTIVES

This battle is fought to control three objectives as shown on the map.

At the end of each turn, a player gains 1 victory point for each objective they control. A player controls an objective if they have more models within 6" of the objective than their opponent.

VICTORY

At the end of the fifth battle round, the player with the most victory points wins a major Victory. In the case of a tie, the player who has slain the highest total points of enemy units wins a Major Victory.



PITCHED BATTLE: IN PURSUIT OF DEATH

Having suffered a loss, a fleeing army attempts to shield its most valuable asset from enemy seekers.

SET-UP

Before the game begins, one player must be designated as the Attacker and one as the Defender.

The Defender player must select one HERO from their army to be the Quarry, who will start the battle in reserve. The Quarry cannot be set up on the battlefield until their location has been revealed.

The players alternate setting up units one at a time, starting with the Defender player. Players must set up units wholly within their own territory, more than 12" from enemy territory. Continue to set up units until both players have finished setting up their armies.

HIDING PLACES

There are 5 points on the map marked as hiding places. At the start of the Attacker's hero phase, one friendly HERO within 3" of a hiding place may search it for the Quarry.

To do so, roll a dice. Add the current turn number to the result. On a 6+, that hiding place is revealed as the location of the Quarry and all other hiding places are immediately removed. Otherwise, the hiding place that was just searched is removed.

If, at any point, three hiding places have been searched and the Quarry has not been found, the last remaining hiding place is revealed to be the Quarry's location.

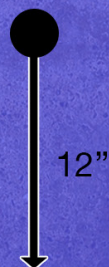
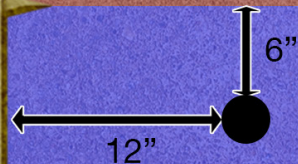
When the Quarry's location is revealed, the model must be set up within 9" of the hiding space, more than 3" from any enemy units. If this is not possible, set the model up at the closest point to the hiding space, more than 3" from any enemy units.

VICTORY

If the Quarry has not been slain by the end of turn five, the Defenders win a Major Victory. If the Quarry is slain, the Attackers immediately win a Major Victory.

ATTACKER

DEFENDER



PITCHED BATTLE: TWILIGHT GROVE

Concealed by a encircling ring of shadow trees, the Twilight Grove conceals sentient flora that hungrily grasp from ruins and caves.

SET-UP

Both players roll a die, re-rolling in the case of the tie. The player that rolls higher determines which territory each player will use.

The players alternate setting up units one at a time, starting with the player that won the previous dice roll. Models must be set up wholly within their own territory.

Continue to set up until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

Do not roll terrain for this battle. Instead, use the Carnivorous Flora rule.

OBJECTIVES

This battle is fought to control three objectives as shown on the map.

A player controls an objective if they have more models within 6" of the objective than their opponent at the end of the turn.

At the end of each player's turn, that player gains one victory point for each objective they control.

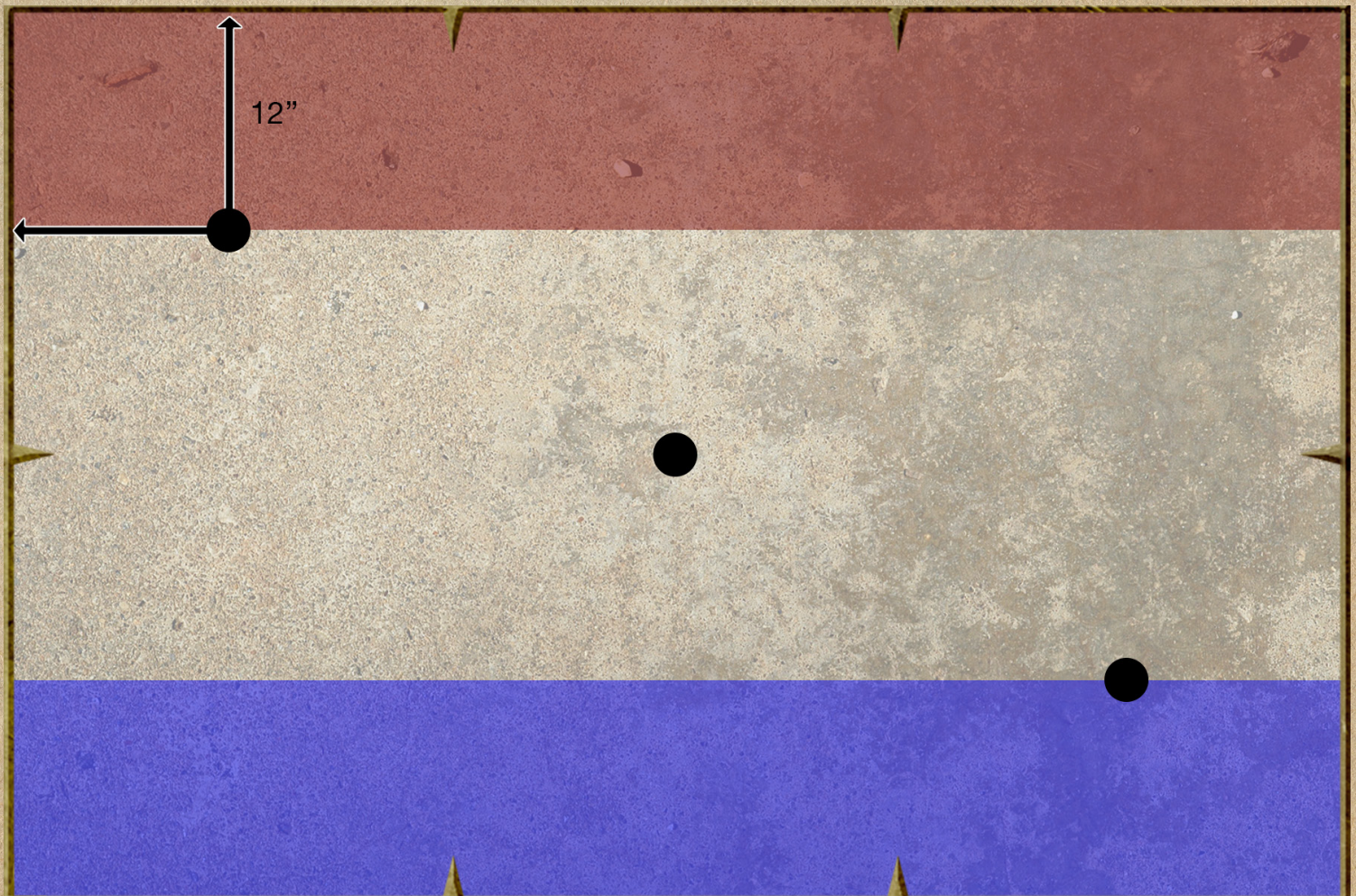
VICTORY

The player with the most victory points at the end of round 5 wins a Major Victory.

If players are tied for Victory Points, then each player adds up the total points of enemy units killed. If one player has more total points, they win a Major Victory.

CARNIVOROUS FLORA

At the end of each player's movement phase, for each friendly unit within 3" of a terrain feature, roll a D6. On a 5+, that unit suffers D3 mortal wounds, and it must subtract 1 from all save rolls for attacks that target this unit until the end of the following combat phase. In addition, add 1 to hit rolls for attacks made by this unit until the end of the following combat phase.



PITCHED BATTLE: DEATHGRASP MIRE

Horrors lurk beneath the murky waters of the Deathgrasp Mire, feeding on those who move too slowly through their hunting grounds.

SET-UP

Both players roll a die, re-rolling in the case of the tie. The player that rolls higher determines which territory each player will use.

The players alternate setting up units one at a time, starting with the player that won the previous dice roll. Models must be set up wholly within their own territory.

Continue to set up until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

OBJECTIVES

This battle is fought to control four objectives as shown on the map.

A player controls an objective if they have more models within 6" of the objective than their opponent at the end of the turn.

At the end of each player's turn, that player gains one victory point for each objective they control.

VICTORY

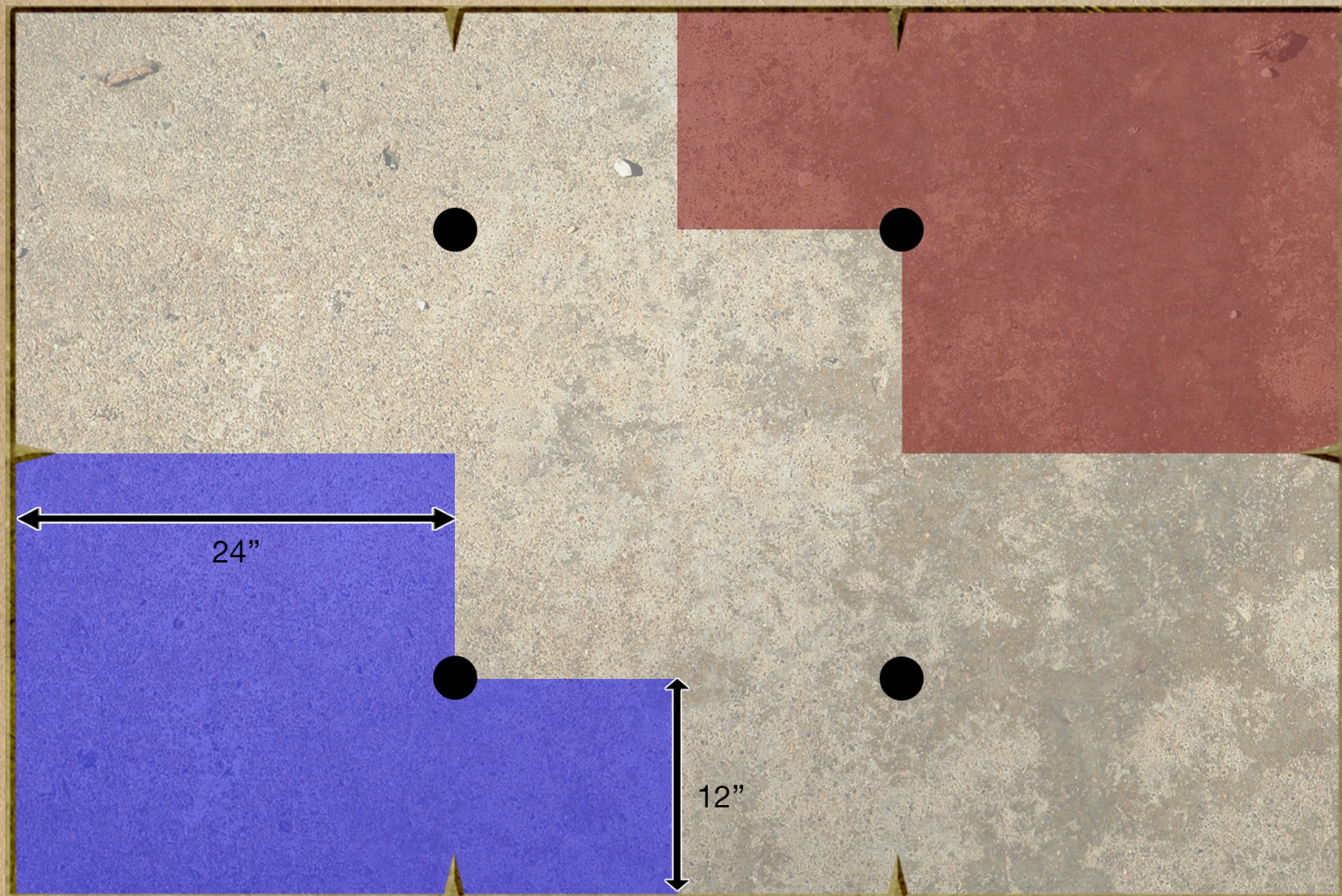
The player with the most victory points at the end of round 5 wins a Major Victory.

If players are tied for Victory Points, then each player adds up the total points of enemy units killed. If one player has more total points, they win a Major Victory.

GRASPING HORRORS

At the end of each player's movement phase, if a unit has not moved at least 3" from where they began the phase, roll a D6. On a 3+, that unit suffers one mortal wound. On a 6, that unit suffers D3 mortal wounds. Units that can fly subtract 1 from this roll. Do not roll for units that are wholly within 1" of a terrain feature.

When a unit makes a charge roll, if the roll is a double, that unit suffers one mortal wound and the charge fails.



PITCHED BATTLE: SUPPLY LINES

Desperate to maintain the momentum of an advance, a force is dispatched to secure a supply route. Unfortunately, their foes seek the same passage.

SET-UP

Both players roll a die, re-rolling in the case of the tie. The player that rolls higher determines which territory each player will use.

The players alternate setting up their units one at a time, starting with the player that won the previous dice roll. Models must be set up wholly within their own territory.

Continue to set up until both players have set up their armies. If one player finished first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

OBJECTIVES

This battle is fought to control six objectives as shown on the map. A player controls an objective if they have more models within 6" of the objective than their opponent at the end of their turn.

At the end of each player's turn, they gain 1 victory point for each objective they control.

If a player controls both objectives of the same letter, they gain an additional 1 victory point.

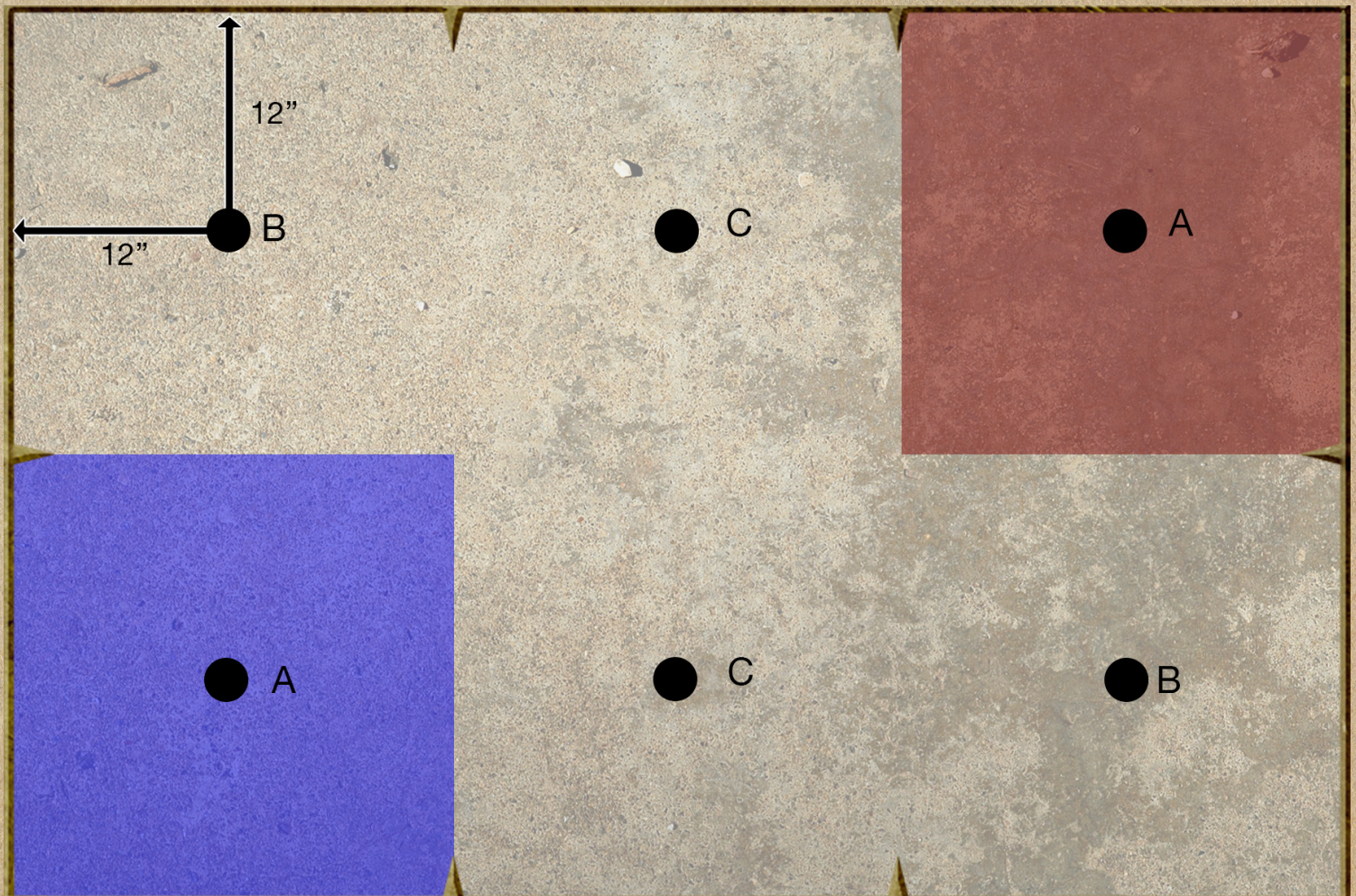
If a player controls two pairs of numbers (for example, they control both Point A objectives and both Point B objectives) they gain an additional victory point.

VICTORY

The player with the most victory points at the end of Round 5 wins a Major Victory.

If players are tied for Victory Points, then each player adds up the total points of enemy units killed. If one player has more total points, they win a Major Victory.

If at the end of any turn a single player controls all six objectives, they instantly win a Major Victory.



PITCHED BATTLE: BULWARK OF DEFENSE

Laying seige to an enemy fortification, a force surges towards armored walls and steeled defenses.

SET-UP

Before the game begins, one player must be designated as the Attacker and one as the Defender.

The players alternate setting up units one at a time, starting with the Defender player. Players must set up units wholly within their own territory. Continue to set up units until both players have finished setting up their armies.

After all armies have finished deploying, the players must roll off. The winner may determine who will take the first battle round.

OBJECTIVES

This battle is fought with four objectives on the board as shown on the map.

A player controls an objective if they have more models than their opponent

wholly within 6" of the objective.

COMMAND ABILITIES

The following command abilities may be used in this battle.

Defender: Stockade Protector - In any combat phase, the Defender may pick a unit wholly within 12" of the model using this command ability and wholly within 9" of an objective. Add 1 to save rolls for that unit until the beginning of your next hero phase. A unit may not benefit from this ability more than once per phase.

Attacker: Tear Down the Walls- The Attacker can use this command ability in their charge phase. If they do so, pick one unit within 12" of the model using this command ability. If that model ends a charge within 1" of a terrain feature, each enemy unit within 3" of that terrain feature suffers one mortal wound.

VICTORY

If at the end of any phase the Attacker controls at least three objectives, they immediately win a Major Victory.

If at the end of any turn, less than one-fourth of the Attacker's starting army remains on the battlefield, the Defender is awarded a Major Victory. This is determined by keeping track of the points value of any Attacker unit that is slain entirely.

ATTACKER

DEFENDER

