



# ◆ WARCODA ◆

Supplemental Battleplans for Age of Sigmar

DISCLAIMER: Fan-Made Project - Not an Official Games Workshop Publication

# BATTLEPLAN – A GAME OF HEROES



Two warlords have called upon their commanders to lead the charge this day. Who will rise as champions... or wither as cowards? On this blood-soaked battlefield, now is the hour for heroes.

## THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

## THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (GHB21, pg 9).

## PRIME OBJECTIVES

The objectives that start the game located wholly within each player's territory are **prime objectives**. Unless noted otherwise, a prime objective cannot be removed from the battlefield.

## DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then use alternating deployment (GHB21, pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

## NO MIDDLE GROUND

If you control the objective that starts the game wholly within your opponent's territory, that objective counts as two objectives when scoring victory points at the end of each turn.

## VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 1 victory point if you have a friendly Leader from your starting army with a Wounds characteristic of 9 or less within 3" of any objective you control, excluding the objective that starts the game

within your territory.

- Score 2 victory points if you completed the battle tactic you picked that turn.

## GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

## BATTLE LENGTH

The battle lasts for 5 rounds.

## GLORIOUS VICTORY

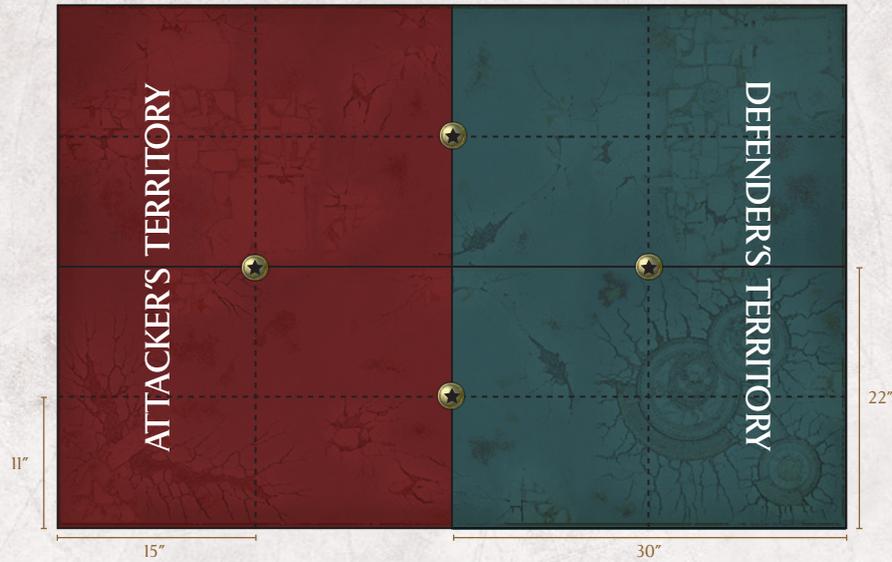
The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



# BATTLEPLAN – BATTLE FOR THE PASS



Many kingdoms in the Mortal Realms are separated by towering mountain ranges that can only be navigated by traversing a narrow pass. These defiles are of vital strategic importance, and countless battles continue to be fought over their control.

## THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

## THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (GHB21, pg 9).

## PRIME OBJECTIVES

The objectives in this battle are **prime objectives**. Unless noted otherwise, a prime objective cannot be removed from the battlefield.

## DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players then use alternating deployment (GHB21, pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 12" from their opponent's territory.

## VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control the objective that starts the game wholly within your territory.
- Score 2 victory points if you control any objective that starts the game on the border of either player's territories.
- Score 4 victory points if you control the objective that starts the game wholly within your opponent's territory.
- Score 2 victory points if you completed the battle tactic you picked that turn.

## GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

## BATTLE LENGTH

The battle lasts for 5 rounds.

## GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



# BATTLEPLAN – FOCAL POINTS



In this region, four focal points of geomantic energy are arranged in a diamond formation. Energy surges between these focal points, which can be harnessed for use in rituals of awesome power.

## THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

## THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (GHB21, pg 9).

## PRIME OBJECTIVES

The objectives in this battle are **prime objectives**. Unless noted otherwise, a prime objective cannot be removed from the battlefield.

## DEPLOYMENT

The attacker picks which territory

is their territory. The other territory is the defender's territory.

The players then use alternating deployment (GHB21, pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

## VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 1 victory point if you control objectives one and three or two and four.
- Score 2 victory points if you completed the battle tactic you picked that turn.

## GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

## BATTLE LENGTH

The battle lasts for 5 rounds.

## GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



# BATTLEPLAN – FORCING THE HAND



A long-running war has brought two armies to the edge of contested territory. Both must now hold on to their own vital ground, even as they strive to lure their rival into making a costly mistake.

## THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

## THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (GHB21, pg 9).

## PRIME OBJECTIVES

The objectives chosen as vital ground in this battle are **prime objectives**. Unless noted otherwise, a prime objective cannot be removed from the battlefield.

## DEPLOYMENT

The attacker picks which territory is their territory. The other

territory is the defender's territory.

The players then use alternating deployment (GHB21, pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

## VITAL GROUND

After armies have been set up, but before determining who has the first turn in the first battle round, each player must pick one of the objectives wholly within their territory to be their vital ground, starting with the attacker. The objectives chosen as vital ground become prime objectives.

## VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.

- Score 1 victory point if you control your opponent's vital ground.
- Score 2 victory points if you completed the battle tactic you picked that turn.

## GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

## BATTLE LENGTH

The battle lasts for 5 rounds.

## GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.