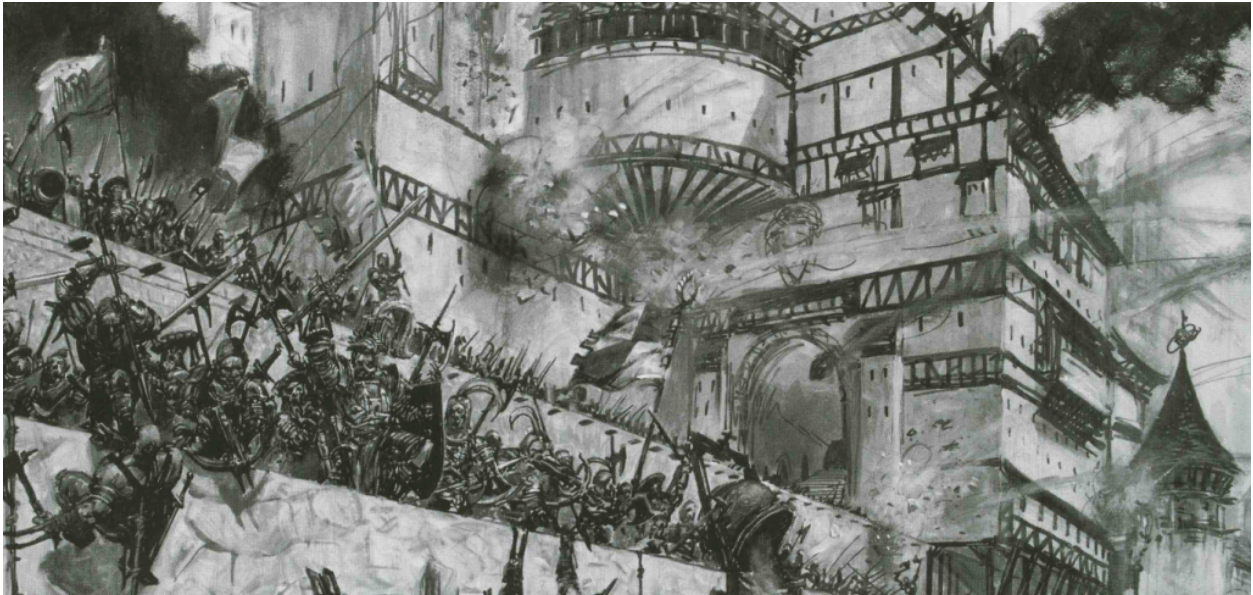


ASSAULT ON RUSTGARD

A multiplayer AoS 3.0 Siege event



by [Sean](#) @ [ICRepo](#)

The Mortal Realms are studded with Realmgates. Some are massive gateways that can swallow entire armies; others naught more than back alley portals sized for a single traveler. Regardless of their size, they all provide for instant travel within realms, between them, or to mysterious places yet to be charted. In a rarely frequented corner of Ghur lies the Sigmarite city of Rustgard which was built around one of these wonders. However, unlike the more coveted Realmgates, this one's destination has ever remained concealed. None who have entered have ever returned, and so it has attracted little foreign attention. Until now...

In his wicked throne room atop the Varanspire, Archaon took counsel with the Gaunt Summoner Xer'ger'ael, the Tyrant of Eyes. "The weavings of fate are compound but I have unraveled a delicacy." declaimed the daemon. "To the point fiend." declared Archaon in a flat voice. "Yes then... There is a little known Realmgate in a lonely city in Ghur. Without formidable magics it cannot be navigated and so no mortal knows its destination. But great Tzeentch has granted me vision of its purpose and wisdom of its inner workings. The gate has no mate. The passage is one way. And while not large, it can deliver clandestine wayfarers into the heart of Azyr!"

And so, not long after, the forces of Chaos began assembling to march on Rustgard. But in the Mortal Realms, the cosmos itself seems to have eyes and the operation did not go unnoticed...

INTRODUCTION

Welcome to the Assault on Rustgard! An epic, team vs team Age of Sigmar 3.0 Siege event! This is meant to be a fun, narrative, event. It may not be perfectly balanced, and it's most certainly going to be very bloody, but it should be a battle for the ages! There will, likely, be opportunities for a savvy player to game the system. Don't do that.

This event draws rules and inspiration from many sources including the Age of Sigmar 2.0 Core Book, Age of Sigmar 3.0 Core Book, Dawnbringer V Campaign Book, Soul Wars: Wrath of the Everchosen Campaign Book, General's Handbook 2018, Rerolling Ones YouTube Channel, and the twisted mind of the Organizer.

Read below to find out what to expect and how to prepare!

Generally speaking the battle is played using the Age of Sigmar 3.0 Core Rules with several changes layered on to make Siege warfare more thematic and make large scale combat faster and smoother. Important deviations will be highlighted and summarized in this document below. Detailed rules for situations that deviate from the Core Rules can be found in the [AoS Siege Warfare 3.0](#) document. This event will use the Spell Lore, etc from the AoS 3.0 Core Book and Battletomes. No GBH spells, or special rules, will be used.

**The Organizer reserves the right to change rules, add rounds, respawn units, etc mid-game to keep things fun and exciting!*

SCENARIO

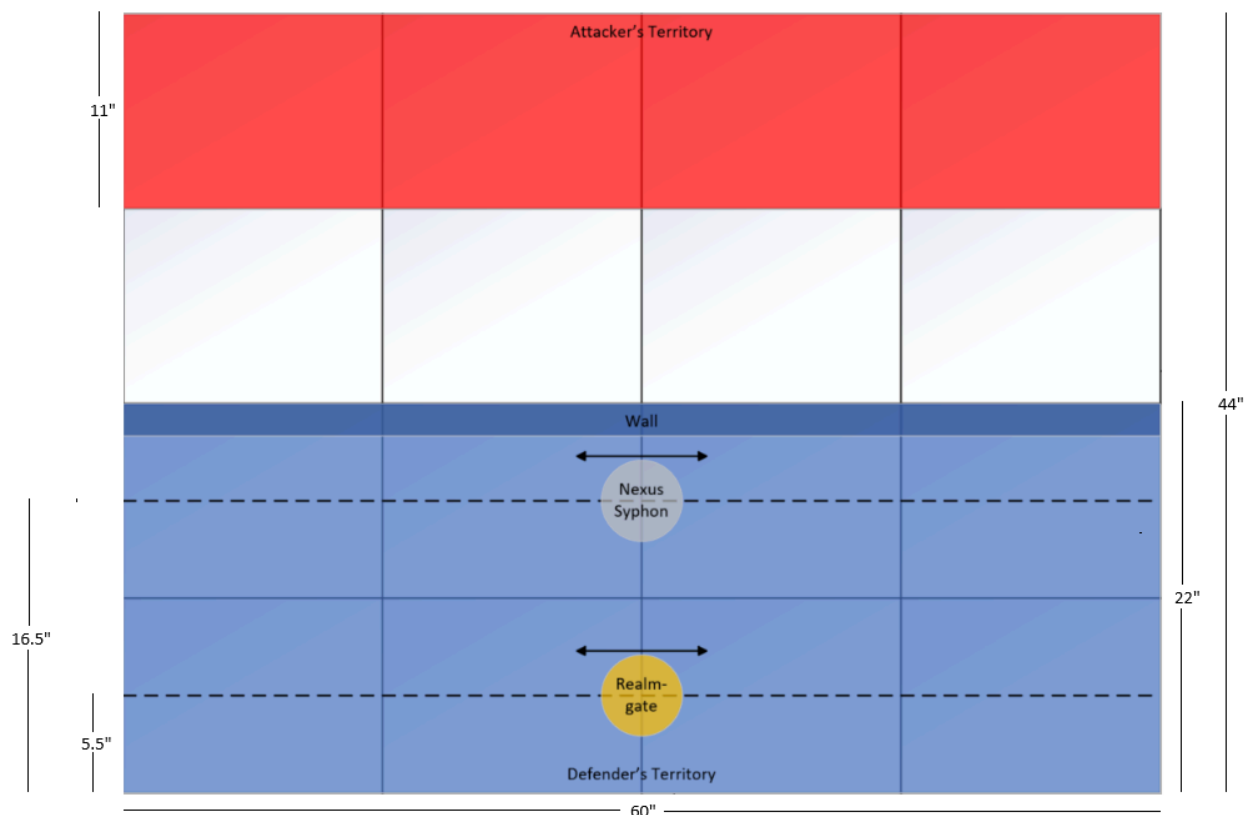
The narrative is that a city called Rustgard, located in a backwater in Ghur, was built around a mid-sized Realmgate. Because the Realmgate is unidirectional, no one had ever gone through and returned. Thus no one knew where it went. Archaon found out that it was a one-way passage into Azyr and moved to sack the town and claim the gate. With it, he could send spies, assassins, and agitators directly into the heart of Sigmar's domain. With his legions on the horizon the city prepared its defenses. Lucky for them, Archaon's plan could not be kept secret and higher powers moved to intervene as well.

In practice we'll be playing a team vs team battle with Chaos assaulting an Order city with the intention of securing a Realmgate objective.

It is expected that 9 players are attending. They will be split up as 5 Chaos attackers and 4 Order defenders. With equal teams this will give the attacker an intended 25% points advantage to counterbalance the defenders' fortifications.

THE BATTLEFIELD

With 9 players anticipated, it is expected that the battle will consist of 9 armies totalling approximately 10,000 points. This will be played on a standard 44" x 60" table using the following layout.



The Defender will setup first and

1. Setup a wall along the centerline (22") of the board with 1 Gate. Each element of this wall will count as a [Stronghold terrain feature](#).
2. Setup a Realmgate Objective anywhere along a line 1/8th (5.5") of the board from their long edge. The team the holds the Realmgate after turn 5 is the victor.
3. Setup a Nexus Syphon [Strongpoint terrain feature](#) anywhere along a line 3/8th (16.5") of the board from the long edge. If the Attacker destroys the Nexus Syphon, all other Strongpoint terrain feature effects are disabled for the rest of the game. For this game the Nexus Syphon cannot be damaged by ranged attacks or spells.
4. Setup 1 Shattered Temple, 1 Cleansing Aqualith, and 4 Guardian Idol [Stronghold terrain features](#). Guardian Idols may be placed on the Wall (that wall section gains the Ward save from the Guardian Idol). If the Wall below it is destroyed then the Guardian Idol is destroyed as well.
 - Baleful Realmgates & Domicile Shells [Stronghold terrain features](#) will not be used in this game.
5. Setup their units entirely.

The Attacker will setup second entirely in their deployment zone which occupies $\frac{1}{4}$ (11") of the board.

Any Reserves/Reinforcements will come in on the long board edge of that team's territory, wholly within 6" of the board edge and more than 9" from any enemy models.

THE ARMIES

Prior to the event teams will be split up roughly evenly. The goal is to have the Attacker bring 25% more points than the Defender (this can be accomplished by having more players on the Attacker side or by having the Attacker players bring 25% more points). In general, each player will need to create a 1050 point army to bring. The idea is to bring a thematic army and no formal restrictions will be placed on army composition. It would also be acceptable to coordinate with your teammates such that one player brings more artillery and another brings more battleline. Please do not abuse this privilege. If you are unsure, just ask!

Teams are permitted to share points. For example, if Player 1 brings 1030/1050, Player 2 may bring 1070/1050 since their combined total will be 2100/2100.

Subfactions can be selected and their associated bonuses applied.

RESTRICTIONS

1. Warscroll Battalions (and their associated bonuses) may NOT be selected.
2. Command Traits, Artefacts, Mount Traits, and Triumphs may NOT be selected.
3. No Army may deploy Faction Terrain.

RELIEF

1. All Commands will “come from above” such that restrictions on who can Issue commands and what range they need to be within will be ignored. However restrictions on who can Receive Commands will still be respected. This means that you do NOT need to ensure that the “correct” Hero is available and near a unit in order to issue a Command that unit (so long as the Unit is able to Receive the Command).
2. Each army/player may bring one FREE Artillery unit per 1000 points. This Artillery unit should be visually thematic to the army but can use ANY, suitable, current or Legends Warscroll (ie: an Order army can bring a Catapult that uses the Mortek Crawler Warscroll).

ATTACKERS

Each Attacking army/player will receive 1 Siege Equipment point per 500 army points to spend on [Siege Equipment](#).

1. **Ladders** (1 point) - ignore -1 To Hit penalty for attacking units in a GARRISON
2. **Battering Rams** (1 points) - unit is considered a MONSTER when attacking a Stronghold terrain feature
3. **Siege Towers** (2 points) - 15W, 3+ Save, 5+ MW ward. Counts as a Ladder and a Battering Ram. Can be GARRISONed by 1 Hero & 1 Unit.

SIEGE RULES OVERVIEW

Prior to the game, the Attackers & Defenders execute the [Siege Phase](#) to see what Siege Effects take place.

All walls and gates count as [Stronghold terrain features](#).

- Walls are 20W, 3+ save, 4+ MW ward
- Gates are 15W, 4+ save, 5+ MW ward
- Walls may be GARISSONed and UNGARRISONed but only from the Defender's side of the terrain.
- Gates can be opened by the player that "controls" the gate (determined as if the Gate were an Objective measured only on its inside hemisphere) at the beginning of their Movement phase.

MODIFICATIONS

- Baleful Realmgates may not be taken as Strongpoint terrain features.
- Domicile Shells are effectively not used as their effect applies to Battleshock & we're not using the Battleshock phase. These terrain elements may be setup as standard terrain features at no cost.
- No Army may deploy Faction Terrain.
- The Nexus Syphon cannot be damaged by ranged attacks or spells.
- Stronghold Terrain features modify the standard Coherency rules such that all units, regardless of size, follow Coherency rules as if they were a unit of 2-6 models. This allows large units to "safely" string out and fight on top of fortification walls.

GATHERING OF MIGHT RULES OVERVIEW

This battle will use the [Gathering of Might](#) rules to help speed up game play. The rules are summarized below.

- Each side will alternate turns in the way players typical do in 1v1 game. During one side's turn, all players on that team will be able to carry out their actions in parallel.
- Hero Phase (with Modification)
 - During the Hero phase each player will generate 1 Command Point if their General is on the field. Each player will use their Command Points independently and any restrictions on the number of times a Command may be issued will be on a per-player basis.
 - Each Wizard can only cast and unbind 1 spell in each hero phase. If a model would have been able to cast more than 1 spell, add 2 to their casting & dispelling & unbinding rolls for each spell after the first that they would normally be able to cast or dispel or unbind.

- Shooting Phase
 - Models armed with missile weapons can target enemies at 2x their normal range but must do so at -1 to hit if their target is beyond their normal range. Heroes may only be targeted in this way if they are Monster Heroes.
- Combat Phase
 - Starting with the side whose turn it is, each side piles in with all of their eligible units.
 - Players then take it in turns to make attacks with all of their units that are eligible to do so.
 - If one model from a unit is in range, then all models from that unit are in range
 - All attacks occur simultaneously regardless of the order by which combat is resolved.
 - All combat is resolved simultaneously. Strike-First & Strike-Last instead confer a +1-to-Hit & -1-to-Hit effect respectively.
- Battleshock Phase
 - Though this is not part of Gathering of Might, this Siege Event will not use the Battleshock Phase.

PLAYING THE GAME

1. Setup the board & deploy as described in [THE BATTLEFIELD](#) section.
2. Each side's Warlord will roll for the first turn. After that all turns will alternate (no double turn)
3. The game will last a total of 5 battle rounds.
4. During the game, if the Nexus Syphon is destroyed, then all other Strongpoint terrain features lose their effects.
5. At the conclusion of the 5th battle round
 - a. If the Defender controls the Realmgate Objective & the Nexus Syphon still stands, they win a **major victory**.
 - b. If the Defender controls the Realmgate Objective & the Nexus Syphon still has been destroyed, they win a **major victory**.
 - c. If the Attacker controls the Realmgate Objective & the Nexus Syphon still stands, they win a **minor victory**.
 - d. If the Attacker controls the Realmgate Objective & the Nexus Syphon has been destroyed, they win a **major victory**.