



MORTALLY WOUNDED
PRESENTS

Sydney
SLAUGHTER
AN AGE OF SIGMAR
TOURNAMENT **2017**

SCENARIO PACK

Quest for the Terrabulum

With Sigmar's warriors, the Stormcast Eternals finally making headway in the war to fight back the tide of Chaos and cleanse the Mortal Realms of their taint, rumours begin to spread of small scouting parties of Vanguard Hunters and swift moving Palladors scouring the realms to find some hidden source of power. These small scouting parties are almost always seen appearing from or venturing through Realmgates.

After some time studying these parties using your extensive networks of spies, loyal messengers or even captured prisoners, you have figured out a pattern; all of the Realmgates being used lead to the fabled All-Points and thus have direct links to the realms of Chaos! "What could Sigmar be doing, sending so many small scouting forces into the realms of chaos?!" You think to yourself, knowing full well these small bands of lightly armoured troops are not heading in to battle. Curious, you decide to investigate yourself and after a little while manage to track down a small scouting party and secretly follow it through the Realmgate with your warband close behind.....

After what feels like only a few seconds, you emerge into a disease ridden quagmire and cannot see any signs of the few Stormcast you followed, until you catch a glimpse of a lone Gryph-charger sinking into the muck. Hastily you rush over to find the already bloated and continuously swelling, diseased ridden body of the beasts Pallador rider. In a state of delirium, not recognising you as friend or foe, he wheezes the following "... find.. the crystals... Sigmar....they have great power.. can restore balance... but be careful....not for mortals..... Terrab... .." His final words barely audible over the coughing and spluttering as the many plagues ravaging his body finally take their toll on his mortal form.

A bolt of brilliant blue flashes up and you are left dazed and confused, staring at a patch of ground where a moment ago a Stormcast Eternal lay but now lays a stone. It must have fallen from the Stormcast's hand when he returned to Azyr. You notice the stone has a soft green glow, then realise no, it's not a stone but some sort of crystal! Snatching it up off the ground, the glow immediately fades. You replay the Pallador's final words over and over in your head struggling to make sense of them while inspecting the mysterious earthly crystal. You turn it over and over in your hands, inspecting its surface for runes, or other eldritch inscriptions which may provide a key to its hidden power, but to no avail.

Suddenly you are taken by surprise as one of your warriors rushes over to check you are unharmed, you curse as you drop the crystal to the ground. Just as you turn to scold your follower for disrupting your thoughts, you notice the crystal glow for a moment as it hits the ground, then fade as it bounces, then glow again as it lands and continue to glow as it lays in the dirt....

Then it hits you, the final word the Stormcast was trying to say that you had thought was nonsense... "Terrabulum!" you exclaim whilst hastily falling to your knees, scooping up the crystal in one hand and a fistful of dirt in the other. You notice the warrior who had rushed over to you is now looking at you in bewilderment, clearly not having any notion of what you have figured out. This, rather plain, stone crystal, is Terrasvol, one of the six element shards of creation! You had heard of the legends of the Shards of Creation - the fabled crystals containing the raw power of the elements, Earth, Air, Fire, Water, Life and Death - never really believing the legends true, but always hoping they were, and now you hold one in your hand, sure of its power, more sure of anything than you have ever been.

Fixing the bewildered warrior with an unblinking gaze, you clench the crystal with both hands, covering it in the dirt you had collected you mutter a single word "Terrasvol".....

At hearing its name spoken aloud, awakened by the elemental substance surrounding it, a minugia of Terrasvol The Earth Shard's power is unleashed upon the subject of your gaze. You smile at the statue of your warrior which now stands before you with skin of stone, knowing their fate now lays in your hands. With a simple gesture you can free them from their stone prison or leave them there, immobile until the end of their days.

Being a merciful leader, you open your hands, letting the dirt fall to the floor and let Terrasvol sleep, your warrior, now restored to their normal mortal form, goes to speak before you cut them off – "I know their purpose! Sigmar seeks the Shards of Creation, he wishes to reunite them, to activate the power of the Terrabulum housed in mighty Sigmaron! With it he will be able to restore the realms, and wipe away Chaos once and for all! We must find them!!!"

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BATTLE PLAN 1

Nurgle's Garden

As the rest of your army emerges from the Realmgate, you notice the landmass you have been standing on was only temporary and is slowly disappearing into a disease ridden quagmire, and what's more, your warriors are already wading through it to get to your side. Immediately your troops begin to feel huge puss filled leeches and other fouler things clinging to their legs, trying to find flesh to infect. You notice numerous land masses amongst the mire and quickly realise your best way through is via the land masses scattered throughout the garden of Grandfather Nurgle.

SET UP

Both players roll a dice, rerolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below. The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory. Continue to set up units 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.

Terrain is pre-set on each table and should not be adjusted.

Victory

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control the terrain features on the board. A player controls a terrain feature if they have more models than their opponent within 3" of the terrain feature. Units can count as scoring more than one piece of terrain if they are within 3" of two or more pieces.

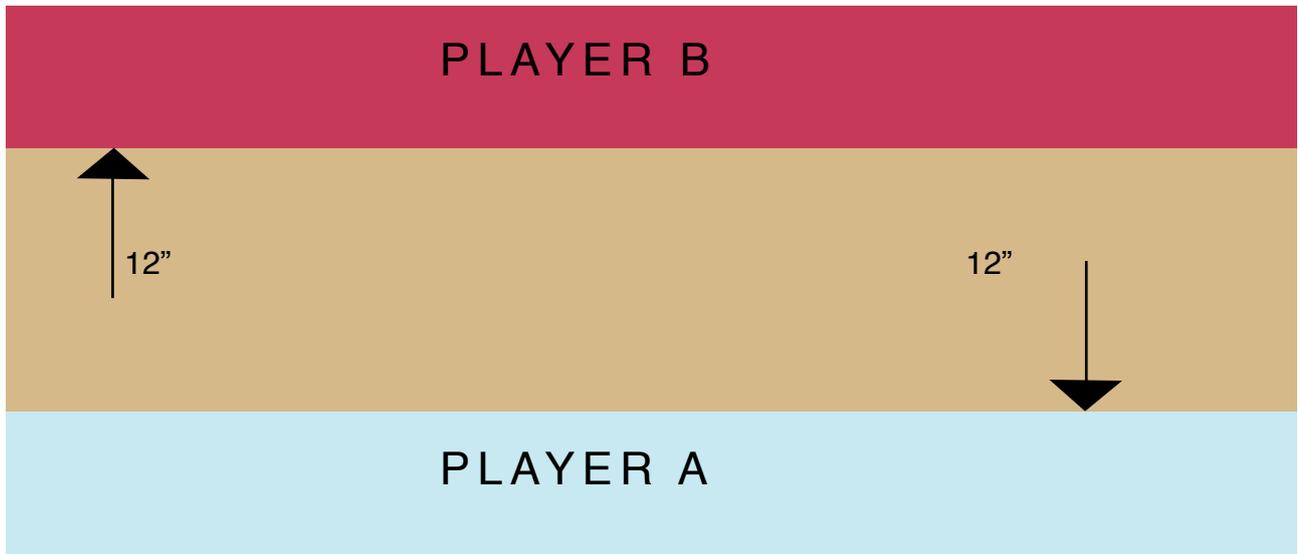
You score 1VP for each piece of terrain you control at the end of each battle round. Starting from the third battle round, if one player controls all terrain pieces by the end of any battle round then they immediately win a Major Victory. Otherwise at the end of the game the player with the most VP's wins a Minor Victory. If both players are tied for VPs then the result is a draw. Terrain which is not on the board at set-up (i.e. Sylvaneth wyldwoods) does not count as a scoring piece of terrain.

Terrasvol - The Earth Shard

Command Ability - Your General knows the following command ability in addition to any others they know.

Soil to Stone: In your Hero phase you MUST select up to D3 units (friendly or enemy in any combination) within 12" of your General; until your next hero phase those units add +2 to their armour save but halve their movement, and the total rolled for any run and charge rolls (rounding up) as their flesh turns to stone.

Roll a dice after resolving this command ability, adding +1 to the result of the dice roll for each time the General has used this command ability during the Battle, including the use triggering this roll. On a roll of a 7+ the General suffers D3 mortal wounds as the power of the Shard overwhelms them, units with the MONSTER keyword suffer D6 mortal wounds instead.



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After crossing the cloying muck of Nurgle's Garden you find another Realmgate which you head through without hesitation, eager to be rid of the constant buzzing of flies and the smell of decay.

Appearing on the other side, an altogether different vista greets your eyes, a decadent palace stands before you. You enter the palace and begin to explore, finding yourself inexplicably drawn to the central ballroom of the manse. As you enter, you notice four statues depicting monstrous but lithe beasts with scorpion-like claws spread throughout the room. In fact the more you look at them, the more you find yourself drawn to their beauty, almost willing you towards them....

Snapping back to reality thanks to shouts from some of your warriors you notice you have somehow crossed halfway across the room towards the nearest statue but have no recollection of moving. Moving to your warriors, you see that they are pointing to the enormous chandelier that hangs from the centre of the ballroom. Moving closer, your eyes narrow on the central crystal hanging within reach and your heart skips a beat as you notice the elegant runes etched into it.

Then your nose twitches, elegant scents drifting through the air on soft currents you now notice have been circling the room, gently buffeting the crystal with air currents. Only then does it register, the crystal is glowing a faint pinkish purple, already awakened just waiting for its name to be spoken, that must mean this is Ventusatmen - The Air Crystal!

Eagerly you pull the crystal from the chandelier but the moment you do so, every door to the ballroom slams shut! You circle around, now noticing your warband has broken off into several small groups huddled around the 4 statues, staring transfixed. As you open your mouth to call the fools back, you find yourself unable to speak as one of your warriors suddenly screams, falling to the floor clutching their eyes! In horror you watch as the very essence of your warrior is ripped from their body, flowing from their eyes, nose and mouth and then is seemingly absorbed by the statue, whose eyes flicker faintly for a second as the soul is devoured!

BATTLE PLAN 2

Slaanesh's SP Pleasure Palace

Thinking on your feet, you realise that the musk's wafting through the air must be born of Slaanesh's essence in order to contain a portion of the pleasure prince's alluring power. To control the essence of a god gives you a small amount of power over them, something the Deities of Chaos would never allow, no matter what prize may slip through their fingers! You quickly reason that if your warriors are able to survive long enough to siphon enough of the rare musks from the sacred incense burners contained within the statues you may be able to bargain with Slaanesh for your escape.

SET UP

Place 4 objective markers, as per the terrain map, these represent 4 Statues of Seduction, of Slaanesh's own design, created to seduce those not already devoted to the Pleasure God.

Both players roll a dice, rerolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below. The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory. Continue to set up units 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.

Terrain is pre-set on each table and should not be adjusted.

Victory

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control the 4 Statues as shown on the map below.

A player controls a Statue if they have more models than their opponent within 3" of the Statue.

You score 1VP for each Statue you control at the end of each of your turns. Starting from the fourth battle round, if one player controls all 4 Statues at the end of their turn then they immediately win a Major Victory. Otherwise at the end of the game the player with the most VP's wins a Minor Victory. If both players are tied for VPs then the result is a draw.

Statues of Seduction

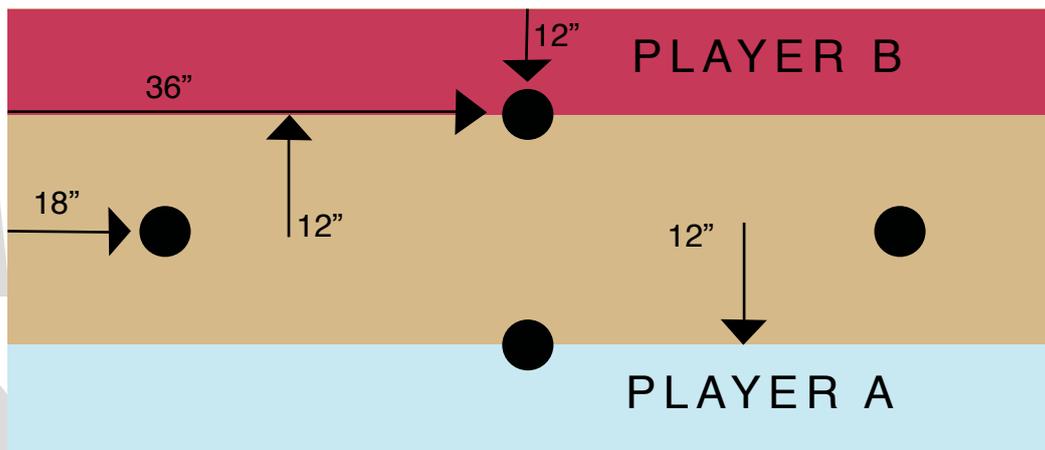
At the end of each battle round roll a dice for each unit within 6" of any Statues of Seduction, adding 2 to the dice roll if the unit has a bravery of 5 or less. On a 6+ the unit is in danger of becoming intoxicated by the alluring musks. Roll 2D6 and subtract the unit's bravery, it suffers a number of mortal wounds equal to the difference.

Ventusatmen - The Air Shard

Command Ability – Your General knows the following command ability in addition to any others they know.

Cacophonous Call: In your Hero phase you **MUST** select up to D3 enemy units within 12" of your General; until the start of your next Hero phase those units swap their movement and their bravery characteristics.

Roll a dice after resolving this command ability, adding +1 to the result of the dice roll for each time the General has used this command ability during the Battle, including the use triggering this roll. On a roll of a 7+ the General suffers D3 mortal wounds as the power of the Shard overwhelms them, units with the MONSTER keyword suffer D6 mortal wounds instead.



Having successfully bargained for your escape, Slaanesh banishes you from his realm through a portal which emerges at the base of one of the huge statues; his ego bruised at having been outwitted and having to forfeit his prize. Emerging from the portal you find your warband in a very different landscape, standing on an arid red desert of dried blood!

This is unmistakably the domain of the Blood God, Khorne.

Looking around, you see you are standing in a circular structure of broken columns – an ancient colosseum. Ahead of you, at the centre of the arena, you notice there stands a small circular and rather bloodstained altar. Perceiving no immediate threat, you decide to take the time to address your remaining warriors to share the knowledge of the crystals, as they had demonstrated their bravery to you by not becoming ensnared by Slaanesh's Keepers of Secrets!

To your pride, your warriors do not shy from the remaining treacheries that they now know lay ahead of them, and instead suggest that the warband start scouting this new domain. Concluding you may as well investigate, you walk to the altar and see that on it stands a lone brass skull between two burning braziers. Thinking nothing more of the skull at first, it is only as you draw closer and walk onto the altar that you see something being held between the skull's clenched teeth!

"The third crystal!" one of your nearby warriors exclaims rushing forward to grab it, but then stopping as they recall the effects the previous crystals have had on you, their mighty leader, from invoking their power.

By now you already know which crystal this is, the burning braziers and the soft red glow of the awakened relic being sure signs of Ignisbrennt – The Fire Shard.

For the first time, you too hesitate before removing the crystal from its brass prison knowing well the legends of the blood craze this dagger like shard can induce. Trusting in your warriors and your own magical supremacy to contain Ignisbrennt's burning power, you retrieve the crystal.....

BATTLE PLAN 3

Khorne's Arena

As you remove the crystal from the skull a booming voice echoes from the skies, each syllable a thunderclap of rage.

“NOW THAT YOU HAVE TAKEN THE PRIZE OF MY ARENA YOU MUST PROVE YOURSELF WORTHY OF KEEPING IT! ONLY WHEN YOU HAVE DROWNED MY ALTAR AND WETTED MY SANDS WITH THE BLOOD OF CHAMPIONS WILL YOU BE ALLOWED TO LEAVE THIS PLACE!”

SET UP

Place an objective marker in the centre of the battlefield, as per the terrain map, this represents the sacrificial altar in the middle of the arena. Both players roll a dice, rerolling in case of a tie, and the player that rolls higher decides which territory each side will use.

The territories for the two armies are shown on the map below. The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, between 9” to 18” from enemy territory. Continue to set up units 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.

Terrain is pre-set on each table and should not be adjusted.

Victory

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to earn Khorne's favour in order to be set free from the never ending combat of the colosseum.

Each time you kill an enemy HERO you gain 1 VP, any HEROES killed within 3” of the central Altar score 2 VPs instead. In addition if a HERO kills another HERO with a Melee Weapon they gain an additional attack with the weapon that caused the killing blow for the rest of the game as Khorne grants them a boon.

A HERO can earn this boon any number of times in the battle and is cumulative with any other similar abilities such as the Orruk Megaboss' 'Strenth From Victory' rule.

Starting from the third battle round, if one player has no HEROES left on the table at the end of any battle round, then their opponent immediately wins a Major Victory as Khorne opens the arena gates and grants them passage, pleased that they have bloodily removed all obstacles in their way! Otherwise at the end of the game the player with the most VP's wins a minor victory. If players are tied for VPs then the result is a draw.

HEROES not deployed on the table, e.g in the celestial realm or lurking in tunnels do not count as on the table! The Changeling or any other HERO which can not be targeted by enemy units does not count as on the table until they are revealed - Khorne will not be fooled by such trickeries.

Models embarked on a Skyvessel do not count as on the table as they cannot be targeted by spells and abilities whilst embarked”.

Boiling Blood Rain

Deterring any cowardly warriors from avoiding the sacred act of hand to hand combat, Khorne surrounds the fringes of the arena with a constant rain of boiling blood. At the end of each battle round roll a dice for each unit which is more than 18" away from the central altar, adding 2 to the dice roll if the unit used any Missile Weapons listed on its warscroll during the battle round. On a 6+ the unit suffers D6 mortal wounds as the burning rain boils them alive.

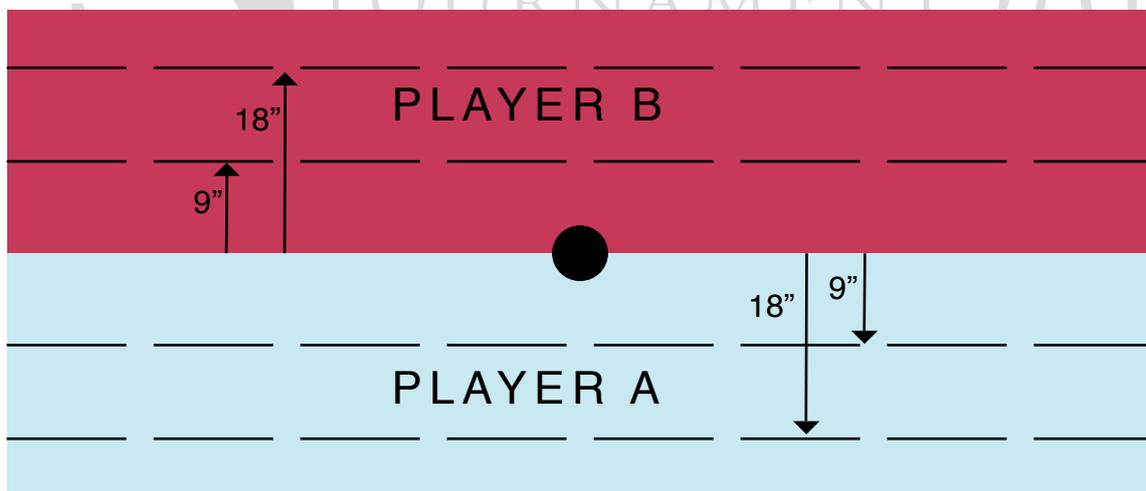
Ignisbrennt - The Fire Shard

Command Ability – Your General knows the following command ability in addition to any others they know.

Burning Rage: In your Hero phase you you **MUST** select D3 units (friend or enemy) within 18" of your General; in their next movement phase these units must run (as far as they can) towards the nearest enemy unit and attempt to charge it in the charge phase (units thus affected are allowed to run and charge). If they make a successful charge that turn they make +1 attack with each of their melee weapons. If they don't, they take D3 mortal wounds as they attack themselves in a blood crazed frenzy.

Roll a dice after resolving this command ability, adding +1 to the result of the dice roll for each time the General has used this command ability during the Battle, including the use triggering this roll.

On a roll of a 7+ the General suffers D3 mortal wounds as the power of the Shard overwhelms them, units with the MONSTER keyword suffer D6 mortal wounds instead.



Your foes slaughtered at your feet, blood dripping from your weapons, you catch a glimpse of your reflection in the pool of blood you stand in; the blood crazed maniac staring back at you sneers... Alarmed that the blood rage of Khorne may be starting to take over, you hastily make your way to the nearest sluice gate of the arena, now opened as Khorne grants you safe passage, pleased with the skulls taken in his name.

What remains of your warband after the carnage of the battle just fought close behind, you forge on through the Realmgate standing before you, eager to leave the blood sands of this realm behind you.

The second you step through the Realmgate you know something is wrong, as the portal between realms shifts and warps as you travel its magical currents. All the while the sound of maniacal cackling can be heard....

Landing hard onto a polished, mirrored floor you look up and are greeted with your own reflection once more, although startled at what may have occurred, you are at least a little relieved to no longer see signs of blood rage in your eyes. Picking yourself up you explore your surroundings and soon realise you are in a large square chamber, with the only way forward seeing to be another Realmgate which lies in front of you. You step closer to the Realmgate which upon closer inspection you realise is in fact not a Realmgate, but an altogether more sinister portal, enchanted with a glamour to have the appearance of a Realmgate. It then dawns on you that in your blood crazed state you were tricked by the Great Deceiver when departing Khorne's realm and did not via a sister portal to the one you now look at.

Suddenly the same cackling laughter you heard before returns followed by a shrill voice...
"HOW DO YOU LIKE MY LABYRINTH LITTLE ONE? 'TIS MINE AS 9 IS 9 AND CRYSTALS SHINE. NO WAY BACK, ONLY FORWARD, YET FORWARD MAY SOMETIME BE BACK. YET ALL WHO ARE TRAPPED MAY NOT ALWAYS BE SO, SOLVE THE LABYRINTH AND FREE YOU WILL BE TO GO! BUT BEWARE, TIME IS PRECIOUS TO THOSE OF

MORTAL BOUNDS, TAKE TOO LONG AND THE MAZE COMES CRASHING DOWN....."

the voice trails off to more cackling.

"So this is Tzeentch's fabled crystal labyrinth" you think to yourself, not realising you had made your thoughts audible to your warriors, who at hearing your words exchange panicked looks, having heard many a tale of warriors gone mad in the maze of the Changer of Ways design.

Heeding the warning given by the formless voice, you decide you need to explore the labyrinth quickly if you are to stand any chance of making it out alive. Peering more closely at the crystal walls surrounding you, you see that they are slightly translucent as they allow fractals of colour through. Staring even closer you can just make out other Portals identical to the one in your chamber, deducing that they must be linked, you order one of your warriors to step through. Hesitantly, they obey and after a few seconds you notice they appear in the distance in another chamber from the Portal set into the crystal walls lining the chamber.

Satisfied you can send the rest of your warband through safe you begin to order the rest of your men through. After a few seconds of not seeing the first of them arriving in the other chamber, you start to become confused, until one of your warriors on the other side of the chamber calls out pointing "There, he's over there!"

Rushing over, your heart sinks as you notice that another of your warriors indeed stands in yet another different sealed chamber having appeared from another Sister portal moments before. You decide to order your men back but find no sound or magics will escape the chamber! Seeing no other option you decide you must all head through the portal in the hopes that you will be able to figure out the solution to Tzeentch's puzzle before time runs out....

BATTLE PLAN 4

Tzeentch's Crystal Labyrinth

Arriving in a new chamber, or was it the same one? The thought scares you more than you care to admit....

You look around and notice this room is in fact different for one small detail, a chip is missing from one of the walls. You move to inspect the wall looking for the crack, any sign of weakness and then you see it. It's not a chip, but rather the fourth crystal! Aqustrom, the Water Shard was hiding in plain sight, almost disguised as part of the Crystal labyrinth. Wiping nervous sweat from your brow, you pick it up, whereby it immediately begins to give off a soft blue glow as the water in your sweat awakens it. Bracing yourself in your reflection on the wall you close your eyes and speak its name...

Moments later you look up and are surprised to find yourself now alone in a different chamber to your followers who you now see are looking at you from the other side of the wall.

You smile, you know what you have to do....

SET UP
Divide the board into 6 equal 2x2 sections and place a Realmgate/ Portal or other appropriate marker in the middle of the lines dividing each section, as per the terrain map. Each 2x2 section represents a different chamber of Tzeentch's Labyrinth.

Both players roll a dice, rerolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below. The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory. Continue to set up units 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.

Terrain is pre-set on each table and should not be adjusted.

Victory

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control the portals joining the chambers of the labyrinth.

A player controls a Portal if they have any models within 3" of the Portal and there are no enemy models within 3" of the Portal.

You score 1VP for each Portal you control at the end of each battle round. Starting from the third battle round, at the start of each battle round one of the Portals will randomly shatter as the labyrinth begins to fold in on itself. Assign a number to each remaining Portal and roll a dice to determine which one shatters. All units within D6" suffer D6 mortal wounds as shards of the crystal labyrinth shred skin and armour alike. If at the end of any battle round one player controls all the Portals (ignoring any that may have shattered) then they immediately win a Major Victory as they defeat the labyrinth and undo its magics. Otherwise at the end of the game the player with the most VP's wins a Minor Victory. If both players are tied for VPs then the result is a draw.

The Crystal Labyrinth

The dotted lines indicated on the terrain map represent the crystal walls of the labyrinth and are treated as impassable for movement, line of sight and shooting attacks – effectively treat each section as individual gaming boards. Units with ETHEREAL movement may pass through the walls unimpeded – they are ethereal after all, however a single unit may never be placed in more than 1 section at a time.

Units can travel between the sections using the Portals by using the Hazardous Journey and Commanding the Gate rules found on the Baleful Realmgate Warscroll with the following amendment:

Units cannot be set up using the board edges, they must arrive through another Portal, however if it is not possible to place the unit within 6” of the Portal without being within 3” of enemy units, they may be set-up within 3” provided they are placed as close as possible to the Portal.

Sorcerous Portals

Units may fire Missile Weapons and cast Spells through the Portals, measure the range of the attack to a Portal bordering the section containing the Unit and roll to hit. If the attack hits you must roll a D6 and consult the chart below to see from which Portal the projectile emerges!

1	The projectile hurtles back through the Portal into which it was fired seeking out the model which made the attack, as if manipulated by the great changer himself! The shooting attack hits the unit that made the attack, resolve the attack against the shooting unit.
2-3	The projectile emerges from a random Portal and hits the closest enemy unit to either side of the portal.
4-5	The projectile emerges from a Portal of the shooting unit’s owners choice and hits the closest enemy unit to either side of the portal.
6	The projectile blasts out of a Portal of the shooting units’s owners choice, followed by a sorcerous twin! Resolve two of the attacks against the nearest enemy unit to the chosen portal.

Finally for a spell/ ability that has both a damage dealing aspect and a debuffing aspect (e.g. Lightning Storm or Word of Pain) only the damage is doubled, not the additional effect. See Scenario FAQ for a detailed example for resolving multiple shooting attacks and spells.

Zone of Nullification

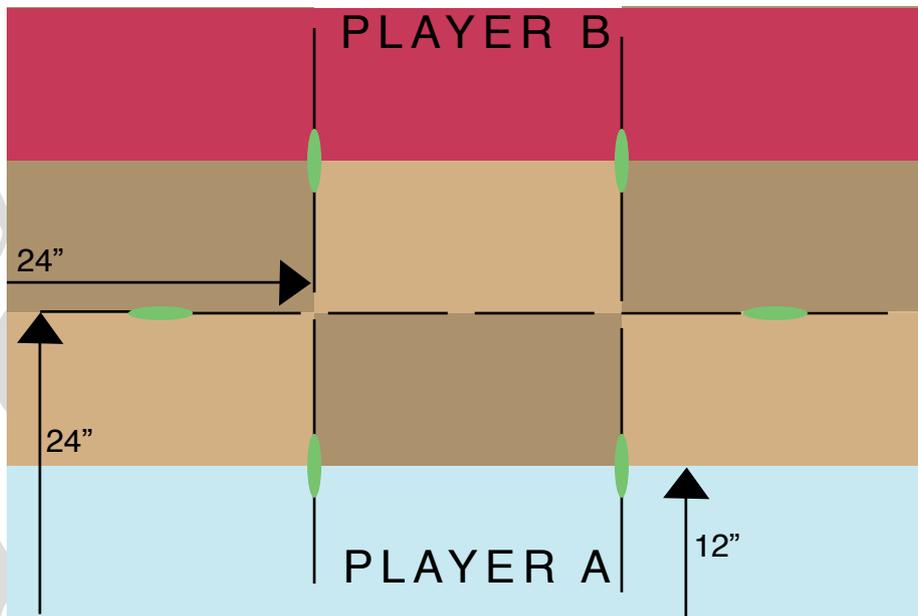
The range of Area of Effect (AoE) effects are limited to the 2x2 section of the game board containing the unit from which the effect is emanating. Abilities which are not limited by range, e.g. those which affect the whole battlefield, will still affect all sections however. For example Nagash’s Command Ability would affect all 6 sections of the board, whereas Manfred’s Command Ability would be limited to only affect units within the section currently containing Manfred (provided they are also in range of the effect).

Aqustrom - The Water Shard

Command Ability – Your General knows the following command ability in addition to any others they know.

Swirling Mists: In your Hero phase you may select up to D3 friendly units within 18” of your General; you may swap the positions of the units with the general or any other unit selected in any order. This counts as Ethereal movement. Note this ability is not affected by the **ZONE OF NULLIFICATION** meaning units from other sections from the general can be selected provided they are in range.

Roll a dice after resolving this command ability, adding +1 to the result of the dice roll for each time the General has used this command ability during the Battle, including the use triggering this roll. On a roll of a 7+ the General suffers D3 mortal wounds as the power of the Shard overwhelms them, units with the MONSTER keyword suffer D6 mortal wounds instead.



You step triumphantly from the final portal as the labyrinth unravels and Tzeentch is left cursing you for beating his favourite game. Ahead of you now stands a true, yet dormant Realmgate. You walk over and spend several minutes inspecting the ancient glyphs and runes adorning its stone façade. Locating the four runes you were searching for 'Earth', 'Air', 'Fire' and 'Water' you activate each one in turn by pressing each Shard to its associated rune. Stepping back, you marvel as the previously dormant Realmgate begins to come to life, at first just the four runes glow softly green, purple, red and blue, then shine brighter as other glyphs begin to glow also. Finally, the central topmost rune glows a bright, almost burning, gold. Eager with anticipation you step forward to head through to your final destination 'Azyrheim'!

You are greeted by an incredible vista of Skyscrapers made of starlight and incredible metals sourced from the cores of worlds long since past. Gazing up to the tallest, mightiest tower you know to be Sigmaron; Fortress of Azyrheim you know you and your warriors still have a long journey ahead of you. To complete your quest you must reach the Numinous Occulum, situated in the very centre of Sigmaron, which houses the ancient world shaping device you seek to control – The Terrabulum - its four crystal chambers having been empty for millennia, but not for much longer.

From where you stand you also note the smaller Shard Towers located to the East and West of the city projecting a constant stream of incredible power at the Terrabulum. The power contained within these towers even greater than that contained within the four crystals you carry, for though they have the power to change the tide of battle, they can only alter that which already exists.

The Shards of Life and Death however hold the power to create and destroy. Continuing upward along the golden stairway leading you through the heavens towards Sigmaron you take note that the Tower of Life lies to the East, the beam of brilliant, white light illuminating the city below. While in complete contrast the West of the city is bathed in perpetual shadow by the beam as black as the darkest night emanating from the Tower of Death. So long as these forces remain balanced, the Terrabulum remains stable, however should the forces of Life and Death ever be unbalanced, the effects on the Terrabulum are usually catastrophic....

BATTLE PLAN 5

Sigmaron Fortress of Azyrheim

Massive golden gates mark your arrival to Sigmaron, greatest of all Sigmar's cities, home to the forges of Grungni and the Anvil of Apotheosis to note just a few of the incredible wonders of Azyr. Finding it slightly strange that the gates were open, you step forward before a booming voice fixes you still, you physically feel every word spoken as a hurricane of tremendous power forcing you to your knees before Sigmar himself.

"YOU HAVE GATHERED THE REMAINING SHARDS OF CREATION, THOSE WHICH I HAVE LONG BEEN SEARCHING FOR AFTER THEY WERE STOLEN BY THE DEITIES OF CHAOS AND HIDDEN FROM MY SIGHT! IF YOU HAVE COME TO RETURN THE CRYSTALS TO ME AND FURTHER MY CAUSE, YOU HAVE MY THANKS AND I WILL GRANT YOU A PORTION OF MY STRENGTH.

BUT IF YOU HAVE COME FOR YOUR OWN ENDS, YOUR TIME IS SHORT, MORTAL. I HAVE NOT SUFFERED THROUGH THE AGE OF CHAOS FOR MILLENIA, BUILDING MY FORCES, CLEANSING THESE REALMS OF THE TAIN OF CHAOS, FOR A BEING SO INSIGNIFICANT AS YOURSELF TO FOIL MY PLANS.

THOUGH I MUST SAY, I AM SURPRISED YOU HAVE SURVIVED THIS FAR AND NOT SUCCUMBED TO THE POWER OF THE ELEMENTS, SO PERHAPS THERE IS MORE TO YOU THAN MEETS THE EYE. LET US SEE YOUR WORTH SHALL WE?"

Set Up

Place a building, preferably a Numinous Occulum if you have one, in the centre of the battlefield, as per the terrain map, this houses the Terrabulum. Additionally place two smaller buildings per the terrain map representing the Shard Towers containing the conduit housing for the Life and Death Shards respectively. Both players roll a dice, rerolling in case of a tie, and the player that rolls higher decides which territory each side will use. The territories for the two armies are shown on the map below. The players then alternate setting up units one at a time, starting with the player that won the dice roll to determine territories. Models must be set up in their own territory, more than 12" from enemy territory. Continue to set up units 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.

Terrain is pre-set on each table and should not be adjusted.

Victory

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead this battle is fought to control the Terrabulum and the two Shard Towers to harness the full power of the Terrabulum for their own ends, be that to cleanse, enslave or even destroy the Mortal Realms!

A player controls the Terrabulum if they have more models than their opponent within 6" at the end of their turn. A Player controls a Shard Tower if they have a HERO or MONSTER within 3" and there are no enemy HEROS or MONSTERS within 3" at the end of their turn.

You score 1VP for each Shard Tower you control at the end of each of your turns and 3VPs if you control the Terrabulum. Starting from the third battle round, if one player controls both the Shard Towers and the Terrabulum at the end of their turn then they immediately win a Major Victory. Otherwise at the end of the game the player with the most VP's wins a Minor Victory. If both players are tied for VPs then the result is a draw.

The Shard Towers

If a player controls one or both Shard Towers, they may at the end of the Battleshock Phase of their turn, overcharge one Tower they control, triggering that Shard's effect on the Terrabulum.

Roll a D6 and consult the appropriate table below:

Life Shard

1-2	The Terrabulum remains stable, nothing happens.
3	Nature's bloom - The Earth Shard pulses with life magic causing paving stones to split and crack revealing a huge furrow in the ground, out of which emerges a gigantic insect or beetle, swollen to monstrous size - an Incarnate Elemental of Beasts! The gigantic creature gores the closest unit to the Terrabulum, inflicting D6 mortal wounds before burrowing back underground.
4	The Winds of Life - The Air Shard pulses with life magic creating a healing wind which passes over nearby units mending their wounds and reinvigorating their minds. All units within 2D6" of the Terrabulum heal D3 wounds. Additionally any unit that heals from the wind increases their bravery by 1 until the end of the battle.
5	Living Flame - The Fire Shard pulses with life magic creating a vortex of flame which coalesces into an Incarnate Elemental of Fire, burning everything in its wake, with armour plate boiling the flesh it was supposed to protect. Roll a dice for each model within 6" of the Terrabulum and compare this to the models current Armour Save. If the roll is equal to or more than the models armour save its unit suffers a mortal wound, e.g a model with a 3+ save suffers a wound on a 3 or more, while a model with a 6+ save suffers a wound on a 6.
6	Monsoon - The Water Shard pulses with life magic creating an unnatural weather event; dark, ominous clouds rumble overhead unleashing a devastating storm to rival those of Shemtek centred on the Terrabulum. Select 3 units at random from any units within 6" of the Terrabulum, each unit suffers D6 mortal wounds as it is blasted to ash by the magical storm! STORMCAST ETERNAL and DRAGON OGOR units struck by the lightning storm are invigorated by the storm however and instead add +1 to all wound rolls for the rest of the battle!

Death Shard

1-2	The Terrabulum remains stable, nothing happens.
3	Garden of Deathblooms - The Earth Shard pulses with death magic causing the surrounding earth to rapidly sprout Deathblooms, the touch of which's leaves on skin causes agonising pain. Roll a dice for each model within 6" of the Terrabulum and compare this to the models current Armour Save. If the roll is less than the models armour save its unit suffers a mortal wound, e.g a model with a 4+ save suffers a wound on a 3 or less, while a model with a 6+ save suffers a wound on a 5 or less.
4	Death comes on a Wind - The Air Shard pulses with death magic unleashing a razor wind, an ethereal horror with rending talons - a Mourngul! The ghostly terror slashing the closest unit with its nightmarish claws and fangs, inflicting D6 mortal wounds before disappearing.
5	Ash Cloud - The Fire Shard pulses with death magic creating a choking ash cloud which lingers around the Terrabulum. Until the following Battleshock Phase units cannot see over the Terrabulum to target units which lie beyond it. Additionally units wholly within 6" of the Terrabulum cannot be targeted by models from units wholly outside of 6". Units at least partially within 6" suffer a -1 on all to hit rolls for shooting and melee attacks until the ash cloud dissipates.
6	Brittleshard Storm - The Water Shard pulses with death magic absorbing all moisture from the surroundings, reducing men to dried out husks. All units within 6" suffer D6 mortal wounds, units with the DEATH keyword are unaffected however, their bodies having been devoid of the need for fluids to sustain them for centuries.

Vitaeschaft & Mortemstort - The Shards of Creation

Command Ability – Your General knows the following command ability in addition to any others they know.

Life begets Death: In your Hero phase you may select up to D3 friendly units or D3 enemy units within 24" of your General. If friendly units are chosen the General taps into the life-giving essence of the Life Shard and a model in each unit heals D6 wounds. If enemy units are chosen the General uses the Death Shard to visit death upon his foes, each unit selected suffers D6 mortal wounds instead.

Roll a dice after resolving this command ability, adding +2 to the result of the dice roll for each time the General has used this command ability during the Battle, including the use triggering this roll. On a roll of a 7+ the General cannot use this Command Ability for the rest of the game, and the General has garnered the attention of a god.

If the general used the power of the life shard in this command phase then Alarielle the Radiant Queen is drawn by the raw life energy of the crystal shard. Looking into the soul of the one attempting to manipulate the life energies Alarielle decrees the following:

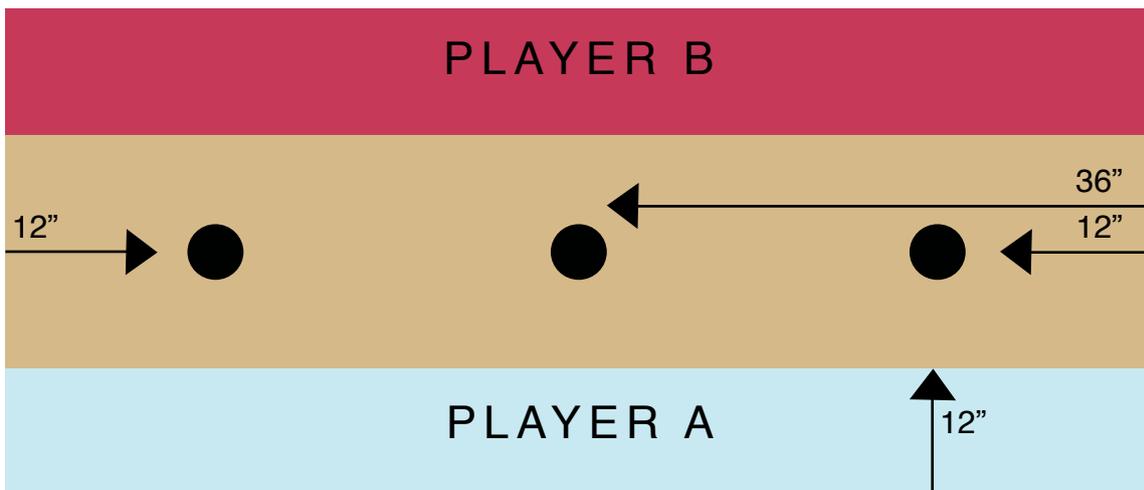
LIFE SHARD	
ORDER	<p>“You brave fool! What did you think you were doing? Don’t you understand, Mortals are not meant to channel the raw powers, your form cannot withstand such power! I will do all I can to sustain you while you fight this battle but I fear it is already too late. I cannot save you, merely delay your oblivion.”</p> <p>At the end of each battle round starting with this one, the general heals D3 wounds as Alarielle imbues them with her life-giving magics. However at the end of battle round 4 the general’s mortal form succumbs to the power of the shard and is slain if they have not already been.</p> <p>If the general is ALARIELLE they are not slain however.</p>
CHAOS	<p>“Creature of Chaos, accursed one, hear my voice! For too long have I evaded you, never seeking to reap death where I exist to sow life. But no more!! You may have tainted my realm, corrupted waters which once gave life but now bring plague and death, but you will not corrupt this place nor any other!! I WILL bring about your death, and the death of as many of your slaves of darkness as I can before my life-forces are extinguished, and in your death I will create life. YOU DESTROYED MY GLADE AND NOW YOU WILL BE THE SOIL FOR A NEW ONE!!!”</p> <p>Alarielle pulls 3 acorns from the Oak of Ages from her Heartwood Stave and disappears in a flash of brilliant white light. Moments later she reappears standing behind the general and thrusts the acorns into their mouth! Immediately immense shoots sprout out of the general’s mouth and nose before their head is split apart by a rapidly growing tree trunk. In mere seconds where once the general stood now grows an enormous oak tree, a sapling compared to the oak of ages, but still tall enough to rival the tallest spire of Sigmarion. As it grows, great bows spread from it’s trunk, sending out roots of their own before shooting up into the heavens of Azyr to form a Celestial Glade, the branches seeming to seek out the remnants of the slain general’s army to end them as it did their master.</p> <p>The general is slain. Additionally all CHAOS units within 6” of where the general was slain suffer D6 mortal wounds as they are impaled by the branches of the newly formed Celestial Glade.</p>
DEATH	<p>DEATH generals - “Spirit of Night, while I know you are needed in this realm and all realms in order to maintain the eternal balance of life and death, I pity your existence of shadow, not truly alive, nor truly dead. I shall cleanse you of this unlife and with your passing allow your minions of Morr to scatter to the winds in their own time...” Alarielle fixes the general with a radiant stare, her eyes glowing ever brighter reducing the general to nothing more than a shadow - the general is slain.</p>
DESTRUCTION	<p>“Beast of the Wild, rampant force of destruction, stop now! You must realise your actions have consequences! While I know you do not purposefully seek to end this world, your mindless killing and endless quest for glory has destabilised the order of things and paved the way for Chaos! You seek a challenge worthy of your skill at arms? Fine I shall give you one!!”</p> <p>Alarielle presses her lips together and whistles a single sustained note, both shrill yet calm, loud yet soft. After a few moments the ground begins to shake, parting seconds later beneath the Generals feet, plummeting the General deep into the core of the Realms into the domain of a God Beast. The general is removed from play, locked in the greatest battle they have ever fought!</p>

If the general used the power of the death shard in this command phase then Nagash, Supreme Lord of the Undead is drawn by the pulsating death magic of the crystal shard. His voice booming inside the mind of the general, Nagash's rasping voice declares the following:

DEATH SHARD	
ORDER	<p>"You dare rouse me servant of Sigmar. Sigmar the bold some call him, more like Sigmar the betrayer! What, don't tell me you believed the tales he spun to win your everlasting servitude?! What did he tell you, that I betrayed HIM? That it was I who gave Archaon the keys to the Allpoints and led to the demise of the Mortal Realms? WHAT FOLLY!! Oh Sigmar on high - it is a lie! It was by Sigmar's own hand that the realms fell, by his own beloved champion no less! Yes, foolish one, Archaon was Sigmar's first Champion! Come, let me share with you and your deluded followers a parting gift...."</p> <p>Nagash glares at the General and his forces, his ancient eyes turning opaque and displaying images of the past in the minds of the General and all who have followed him on this campaign.</p> <p>Visions of a champion, beloved of Sigmar, bathed heavily in the finest armaments and weaponry and bestowed with near god like power from Sigmar himself, swim through their minds. Unable to move they watch as the champion, chosen as the ultimate protector, grows selfish with the excessive power granted to him through Sigmar's arrogance. In denying the Chaos Gods their right to claim him as their own servant Archaon instead unites them, giving them common cause, and in so doing making them stronger than they ever were separately! As the troops remain transfixed in horror as their world, their symbol of faith is revealed as a lie, Nagash's voice could still be heard - "Now that I've seen to your 'brave' followers, I shall continue with my punishment of Sigmar for his betrayal of ME!" Nagash reaches out an ancient hand, placing merely a fingertip on the General's forehead reducing him to nothing more than a pile of dusty bones. Laughing mirthfully, Nagash discorporates his physical form, returning to Shyish. The general is slain, additionally all friendly units on the battlefield suffer a -2 penalty to their bravery for the rest of the game!</p>
CHAOS	<p>"Oh how I have waited for this day! You thought me destroyed by the Everchosen, but I endure. For centuries spiders have spun webs and made their homes in my bones, but I endure. In your endless slaughter and quest to enslave these realms you forgot about me - to think that I could be forgotten when I am everywhere!! I am made of death. I make death and death makes me. Now I am remade! I still remember the day when the Everchosen broke my body and shattered my throne. Now it is I who shall break your body and believe me when I say this - YOU WILL NOT ENDURE!" In a blur of deceptive speed, Nagash's ancient arm hefts his mighty sword Zefet-nebtar high above his towering form and with a single mighty swing brings it crashing down, cleaving the General in two! The general is slain.</p>

DEATH SHARD	
DEATH	<p>“You, how have you got this far and remained unknown to me? I am your master after all, as I am master of all things undying. I must thank you for bringing me an army to claim what I have sought to take back for millennia, the death shard is mine, it belongs to me, it is forged from my essence, and I from its. Sigmar thought I could not be trusted as its guardian, that I was too hungry for power! ME! That Golden wretch! To accuse me of being hungry for power and deigning himself worthy of guardianship of all of 6 crystals of creation! The hypocrisy! Well I will not suffer it any longer. For the part you have played I will grant your forces a portion of my power and allow you to win this battle in my name, but then my servant you will serve an eternity confined to my domain for trying to usurp me!!”</p> <p>For the rest of the battle you may re-roll save rolls of 1 for all friendly DEATH units. If the general was NAGASH you may instead add +1 to save rolls for all friendly DEATH units. At the end of the fourth battleround however Nagash smiles sadistically at the general as with a single word of power, uttered from one of the Nine books of Nagash, he banishes the general to Shyish. “Fool, did you really think I would let another claim victory in my place?” The general is slain. This effect does not occur if the general is NAGASH.</p>
DESTRUCTION	<p>“You dare disturb me, beast? You are nothing but a witless oaf! How your savage brain even managed to unlock the powers of the shards of creation is a mystery even to me! Oh well there is such a thing as dumb luck I suppose... You think yourself powerful? Ha, your forces are nothing more to me than the buzzing of flies. Anyway, I’ve had enough of you, you make too much noise, it disturbs my thoughts, be gone beastling!” With a gesture, Nagash’s eyes flare with a beam of Amethyst light which obliterates the General, they are slain. With a satisfied sigh, Nagash returns to Shyish.</p>

AN AGE OF SIGMAR
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Scenario FAQs & Clarifications

Battle plan 4

Tzeentch's Crystal Labyrinth

Sorcerous Portals

For a unit making multiple shooting attacks (for example 20 archers), roll one dice and apply that effect to all of the attacks. For example, 20 archers shoot, and score 15 hits, then the dice rolled to determine the Portal effect is a 6 and therefore the controlling player chooses which Portal the attacks come out of and then would roll 30 wound rolls as all 15 hits are doubled!

In the case of a spell/ prayer or ranged ability, attempt to cast the spell/prayer, if successful roll a dice to determine the Portal effect, then if a 6 was rolled, double the effect of any damage dealing aspect of the spell/ prayer, i.e. For an arcane bolt, you would roll 2D3 mortal wounds on the chosen target. A spell that affects multiple units, e.g. Wind of death, would cause 2D3 mortal wounds to the initial target and 2 mortal wounds to each unit within 6" of the target (remembering the effect of the walls on AoE abilities would limit this to units within the same section as the initial unit only).

Spells or shooting attacks fired through a portal can still only hit units which are within the maximum range of the attack, measuring range from the portal and will therefore only hit the closest enemy unit provided there is one within range.