WARHAMMER
AGE OF SIGMAR

SCENERY

WARSCROLLS
COMPENDIUM

INTRODUCTION

The dominion of Chaos spreads across the Mortal Realms. Once proud cities are reduced to haunted ruins, wherein strange magics coil like restless snakes. Castles loom, hollow and dead, over carrion fields that stretch to the far horizon. Portals glow with otherworldly light, while shadows whisper beneath the eaves of dark forests. It is amid such arcane ruins and tainted lands that the armies of the Age of Sigmar fight their battles.

The warscrolls in this compendium allow you to use your Citadel Miniatures collection in fantastical battle, whether telling epic stories set during the Age of Sigmar, or recreating the wars of the world-that-was.

WARSCROLL KEY

1. **Title**: The name of the model that the warscroll describes.

2. **Description:** The description tells you exactly which models the scenery warscroll is used for.

3. **Scenery Rules:** The scenery rules are used to represent the effects this scenery will have on a battle that are not covered by the standard game rules.

4. **Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.

ARCANE RUINS

DESCRIPTION

Arcane Ruins consist of an obelisk-topped plinth and several stone pillars. Together, these count as a single terrain feature. These ancient ruins are imbued with powerful sorceries that absorb magic out of the air itself. These energies can be harnessed by a nearby wizard, or used to summon the spirits of long-dead warriors.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Arcane: Add 1 to the result of any casting or unbinding rolls made for a **Wizard** within 3" of Arcane Ruins.

Absorb Magic: Roll a dice each time a unit within 3" of an Arcane Ruin suffers a wound or a mortal wound caused by a spell. On a 5 or a 6, the magical energy is absorbed by the Arcane Ruins and that wound is ignored.

Fell Summons: Wizards know the Summon Doomed Spirits spell, in addition to any other spells that they know, while they are within 10" of any Arcane Ruins.

SUMMON DOOMED SPIRITS

Summon Doomed Spirits has a casting value of 7. If successfully cast, the wizard captures the tormented spirits of warriors slain at the ruin and binds them to his will. A **Spirit Host** consisting of up to 3 models is added to your army as a new unit. Set up this unit within 5" of the Arcane Ruins and more than 3" away from the enemy. This is the unit's move for that turn.

KEYWORDS	SCENERY, ARCANE RUINS

BALEWIND VORTEX

DESCRIPTION

A Balewind Vortex consists of a single model. It is a swirling vortex of magical energy that can be summoned by a wizard as a platform from which to cast powerful spells.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Do not set up this model at the start of the game – it is set up during the battle as described below.

Balewind Call: If you have a Balewind Vortex model, **Wizards** in your army know the Summon Balewind Vortex spell in addition to any others they know.

SUMMON BALEWIND VORTEX

Summon Balewind Vortex has a casting value of 5. If successfully cast, remove the caster and set up a Balewind Vortex where they stood. You and your opponent must then move any models so that none are within 3" of the Balewind Vortex if possible to do so. Then, place the caster on the upper platform. If this spell is cast, it does not count towards the number of spells the wizard can attempt to cast in a turn.

Roiling Vortex of Magic: Models cannot move within 3" of a Balewind Vortex while a **Wizard** is atop it. In addition, you can add 1 to the casting and unbinding rolls made for a **Wizard** atop a Balewind Vortex, and double the range of any spells they attempt to cast.

Held Aloft: A **Wizard** atop a Balewind Vortex cannot move. However, at the start of your hero phase, a **Wizard** atop a Balewind Vortex can banish it and return to the ground. If it does so, remove the Balewind Vortex from the battlefield until it is summoned again.

KEYWORDS	SCENERY, BALEWIND VORTEX

CHAPEL

DESCRIPTION

A Chapel consists of a single building. These relics of lost civilisation inspire Sigmar's followers to acts of great bravery, and enable priests to pray for miraculous healing.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Shrine of Sigmar: Do not take battleshock tests for ORDER units garrisoning a Chapel, or within 6" of one.

Garrisons: A unit can garrison a Chapel if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of the Chapel when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building instead. The garrison counts as being in cover if it is attacked.

One HERO and one other unit can garrison a Chapel. Models cannot enter a building garrisoned by the enemy.

A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy units.

Holy Prayer: If a PRIEST is garrisoning a Chapel or is within 6" of one in your hero phase, it can offer up a prayer of healing. If it does so, select a model within 3" and roll a dice; on a 2 or more that model heals D3 wounds.

KEYWORDS	SCENERY, CHAPEL

DEATHKNELL WATCH

DESCRIPTION

A Deathknell Watch consists of a single building. It has an elaborate signalling device that can be used to direct missile fire at enemy formations.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Signalling Device: If this building is garrisoned by models from your army, you can, in your hero phase, pick an enemy unit that is visible from the building. You can re-roll any hit rolls made against that unit in your next shooting phase.

Garrisons: A unit can garrison a Deathknell Watch if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of the Deathknell Watch when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building model. The garrison counts as being in cover if it is attacked.

One HERO and one other unit can garrison a Deathknell Watch. Models cannot enter a building garrisoned by the enemy.

A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy units.

Battlements: Models garrisoning a Deathknell Watch can be placed upon its battlements. You can simply place any models from the garrison on the battlements if you wish to do so – they are treated as part of the garrison in all respects, but it is a useful way to show which unit is occupying the building and that you control it! This does not prevent enemy models from charging the battlements (provided there is room to place them of course).

KEYWORDS	SCENERY, DEATHKNELL WATCH

DREADFIRE PORTAL

DESCRIPTION

A Dreadfire Portal consists of a single model. It is a narrow staircase that leads to a great dais, atop which stand two magical pillars that burn with mystical flame. Dreadfire Portals emanate an aura of grim fear, and warlords of sufficient might are able to harness and absorb this power. Wizards that stand upon the Dreadfire Portal can also cast bolts of blazing fire between its burning pillars.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Aura of Dread: A **HERO** that is on the top platform of a Dreadfire Portal can attempt to harness its aura of terror in your hero phase. If they do so, roll a dice; on a 1 the Hero has failed and suffers a mortal wound. On a 2 or more they have succeeded; for the rest of the game enemy units that are within 3" of that Hero in the battleshock phase must subtract 1 from their Bravery.

Dreadfire: A **WIZARD** that is on the top platform of a Dreadfire Portal knows the Dreadfire spell in addition to any others they know.

DREADFIRE

Harnessing the power of the Dreadfire Portal, the wizard conjures forth a sheet of mystic flame and hurls it towards the foe. Dreadfire has casting value of 7. If successfully cast, pick an enemy unit that is visible to the caster. That unit suffers D6 mortal wounds as it is engulfed in magical fire. Then roll a dice for each other unit, friend or foe, within 3" of that unit. On a roll of 4 or more, flames leap to that unit and it suffers 1 mortal wound.

KEYWORDS   SCENERY, DREADFIRE PORTAL

DREADSTONE BLIGHT

DESCRIPTION

A Dreadstone Blight consists of a single model. These arcane places were once used to harness magical power, but have long since fallen into ruin. Now they are stained with the blood of a thousand sacrifices, and dark rituals carried out by those who would make pacts with evil spirits in exchange for unknowable power.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Arcane: Add 1 to the result of any casting or unbinding rolls made for a **WIZARD** within 3" of a Dreadstone Blight.

Accursed Bolt: If a **WIZARD** casts Arcane Bolt whilst within 3" of a Dreadstone Blight with a casting roll of 7 or more, the spell inflicts D6 mortal wounds on the target instead of D3. If the casting roll was 9 or more, the spell inflicts 6 mortal wounds instead.

Damned: If any of your units are within 3" of a Dreadstone Blight in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.

KEYWORDS   SCENERY, DREADSTONE BLIGHT

ETERNITY STAIR

DESCRIPTION

An Eternity Stair consists of a single model. These ancient fulcrums of power consist of a tall colonnade about which coils a long, spiral staircase. At the top lies a mystical platform inscribed with runes of magic that can infuse warriors with power, or leave them teetering on the edge of insanity. A warrior of note that climbs an Eternity Stair can beseech their gods to bring down an eternity of suffering on the enemy.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Mystical: Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.

Eternity of Pain: If a **Hero** from your army is on the top level of the Eternity Stair in your hero phase, they can beseech their gods for an eternity of pain to be brought upon the enemy. If they do so, pick an enemy unit that is visible to the Hero and roll a dice, adding one to the result if the Hero is a **Priest**. On a roll of 5 or more, that unit is wracked by pain and suffering; your opponent must re-roll hit rolls of 6 made for that unit for the rest of the battle.

KEYWORDS	SCENERY, ETERNITY STAIR

GARDEN OF MORR

DESCRIPTION

A Garden of Morr consists of three mausoleums, a statue, a gate and several wall sections. Together, these count as a single terrain feature. A Garden of Morr is a haunted and desolate place, cursed with a powerful energy that empowers those that use the magic of death.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Domain of the Dead: In your hero phase, each **Death** model from your army that is within 3" of a Garden of Morr heals 1 wound.

Monument of Shyish: Add 1 to the result of any casting or unbinding rolls for **Death Wizards** that are within 3" of the statue in a Garden of Morr.

Deathly Awakening: Wizards from your army know the following spell, in addition to any other spells that they know, whilst they are within 3" of a Garden of Morr.

RAISE THE DEAD

Raise the Dead has a casting value of 6. If successfully cast, you can set up a unit of up to 20 **Zombies**. Set up this unit within 5" of the Garden of Morr and more than 3" away from the enemy. This is the unit's move for that turn.

KEYWORDS	SCENERY, GARDEN OF MORR

MAGEWRATH THRONE

DESCRIPTION

A Magewrath Throne consists of a single model. Constructed in an ancient time by powerful and insane wizards, these mighty edifices are highly sought after. Atop a pillar of stone skulls sits a throne of power; a warlord who takes the throne can use the magic imbued within it to wreak wrath and ruin upon his enemies.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Ascend to the Throne: If your general or a **Hero** from your army is on the top level of a Magewrath Throne in your hero phase, they can sit upon the throne, where they will remain seated until they move for any reason. While a model is seated upon the throne, they gain the following powers:

Throne of Command: If your general is seated on a Magewrath Throne, all other **Heroes** from your army can use a command ability listed on their warscroll if they are within 15" of the Magewrath Throne in your hero phase, even though they are not your general.

Magewrath: Subtract 2 from any casting rolls made for enemy **Wizards** within 15" of the Magewrath Throne.

Wrath and Ruin: If a model from your army is seated upon the throne in your hero phase, roll a dice. On a roll of 2 or more, they gaze imperiously at an enemy unit within 15", unleashing the throne's dread power. That unit suffers D3 mortal wounds as warriors collapse to the ground, their ears bleeding and their limbs shuddering. On a roll of 1, the seated model is judged unworthy and is wracked with the same agonising spasms, suffering D3 mortal wounds.

KEYWORDS	SCENERY, MAGEWRATH THRONE

SYLVANETH WYLDWOOD

DESCRIPTION

A Sylvaneth Wyldwood is a terrain feature consisting of two or more Citadel Woods. For the denizens of the forests they are places of shelter and respite. However, the spirits within the trees are easily angered by other creatures that trespass their boundaries, and magical power is guaranteed to drive the Wyldwood into a fury.

SCENERY RULES

The following scenery rules are used for these models (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Wyldwood: Roll a dice for each model that makes a run or charge move across, or finishing on, a Sylvaneth Wyldwood. On a roll of 1 the model is slain. Do not roll for models that have the **Sylvaneth**, **Monster**, or **Hero** keywords.

Roused By Magic: Roll a dice whenever a spell is successfully cast within 6" of a Sylvaneth Wyldwood (even if it is unbound). On a roll of 5 or more the forest is roused by the magical energy and attacks. If this happens, all units within 1" of the Sylvaneth Wyldwood suffer D3 mortal wounds. **Sylvaneth** units are not attacked if a Wyldwood is roused in this way.

KEYWORDS	SCENERY, SYLVANETH WYLDWOOD

TEMPLE OF SKULLS

DESCRIPTION

A Temple of Skulls consists of a single model. It is a shrine to the gods of Chaos, who give power to those who offer up sacrifice, and empower any of their dark champions that can reach it. These temples are also built on strategic sites, places where heroes can be seen from far and wide if they stand atop their cracked summits, by both their followers and the gods themselves.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Cracked Summit: If a TOTEM in your army is standing atop a Temple of Skulls, double the range of all its abilities. If your general is standing atop a Temple of Skulls, double the range of his Inspiring Presence command ability.

Chaos Shrine: You can re-roll failed hit rolls for any CHAOS HERO that is standing on a Temple of Skulls, as they bask in the watchful gaze of their patron. In addition to this, you can also re-roll one casting or unbinding roll in each hero phase for CHAOS WIZARDS that are standing on a Temple of Skulls.

Damned: If any of your units are within 3" of a Temple of Skulls in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.

KEYWORDS	SCENERY, TEMPLE OF SKULLS

WALLS AND FENCES

DESCRIPTION

A set of walls and fences consists of four walls, five fences and a pair of signposts. They can be set up on the battlefield as a single terrain feature, or can be split into several pieces if desired. Found wherever mortals make their home, walls and fences can be pressed into service as a barricades during a battle.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Barricade: If all of the models from a unit are within 3" of a wall or fence, and are on the same side of it, then the unit receives the benefits of cover against attacks made by models that are on the other side of the wall or fence.

Signpost to War: Units that start their movement phase within 6" of a signpost can move an extra inch in that phase.

KEYWORDS	SCENERY, WALLS AND FENCES

WATCHTOWER

DESCRIPTION

A watchtower consists of a single building model. A watchtower makes a powerful bastion against enemy attack, and an ideal command point from which a counter-attack can be ordered upon the foe.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Command Tower: If a **Hero** from your army is garrisoning a Watchtower, you can add 6" to the range of any of its command abilities. In addition, at the start of your charge phase, it can signal the Counter-attack. For the rest of the phase, you can re-roll charge rolls for units that are within 18" of the Watchtower.

Garrisons: A unit can garrison a Watchtower if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of the Watchtower when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building model. The garrison counts as being in cover if it is attacked.

One **Hero** and one other unit can garrison a Watchtower. Models cannot enter a building garrisoned by the enemy.

A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy units.

Battlements: Models garrisoning a Watchtower can be placed upon its battlements. You can simply place any models from the garrison on the battlements if you wish to do so – they are treated as part of the garrison in all respects, but it is a useful way to show which unit is occupying the building and that you control it! This does not prevent enemy models from charging the battlements (provided there is room to place them of course).

WITCHFATE TOR

DESCRIPTION

A Witchfate Tor consists of a single model. This abandoned sorcerers' tower is still filled with artefacts which a cunning wizard can turn to their own purposes.

SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

Garrisons: A unit can garrison a Witchfate Tor if all of the models in the unit are within 6" of it at the start of their movement phase, or if they could be set up within 6" of a Witchfate Tor when deploying for the battle. Remove the garrisoning unit from the battlefield and place it to one side.

A unit garrisoning a building can attack and be attacked as normal, except that the range and visibility for the models in the building is measured from the building model. The garrison counts as being in cover if it is attacked.

One **Hero** and two other units can garrison a Witchfate Tor. Models cannot enter a building garrisoned by the enemy. A garrisoning unit can exit a building as its move in a future movement phase. To do so, set it up so that all models from the unit are within 6" of the building and more than 3" from any enemy units.

Battlements: Models garrisoning a Witchfate Tor can be placed upon its battlements. You can simply place any models from the garrison on the battlements if you wish to do so – they are treated as part of the garrison in all

respects, but it is a useful way to show which unit is occupying the building and that you control it! This does not prevent enemy models from charging the battlements (provided there is room to place them of course).

Arcane Library: Add 1 to any casting and unbinding rolls made for **Wizards** garrisoning a Witchfate Tor. In addition, if any wizard on the battlefield casts a spell, a wizard garrisoning a Witchfate Tor can consult the library in an attempt to learn the spell themselves. Roll a dice; on a roll of 4 or more, the wizard learns that spell, and knows it for the rest of the battle. On a roll of 1, 2 or 3 the wizard mistakenly unlocks a cursed tome and suffers a mortal wound instead.
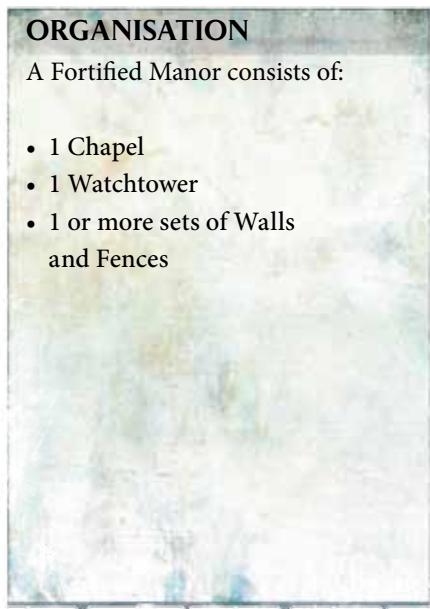
FORTIFIED MANOR

ORGANISATION

A Fortified Manor consists of:

- 1 Chapel
- 1 Watchtower
- 1 or more sets of Walls and Fences

SET-UP

A Fortified Manor consists of a Chapel, a Watchtower and several Wall and Fence sections. Together, these count as a single terrain feature.

SCENERY RULES

Fortified Position: The Rend characteristic of any enemy attacks is reduced by 1 if the target unit receives the benefit of cover from any part of a Fortified Manor. For example, a Rend characteristic of -2 would become -1, a Rend characteristic of -1 would become -, and so on. A Rend characteristic of '-' is not modified.

Command Post: Once per battle, at the start of a battle round, you can declare that your general will make a strategic gambit. In order to do so, he must be garrisoning the Fortified Manor's watchtower. If you do so, add 1 to the result of that dice roll to see who takes the first turn in that round.