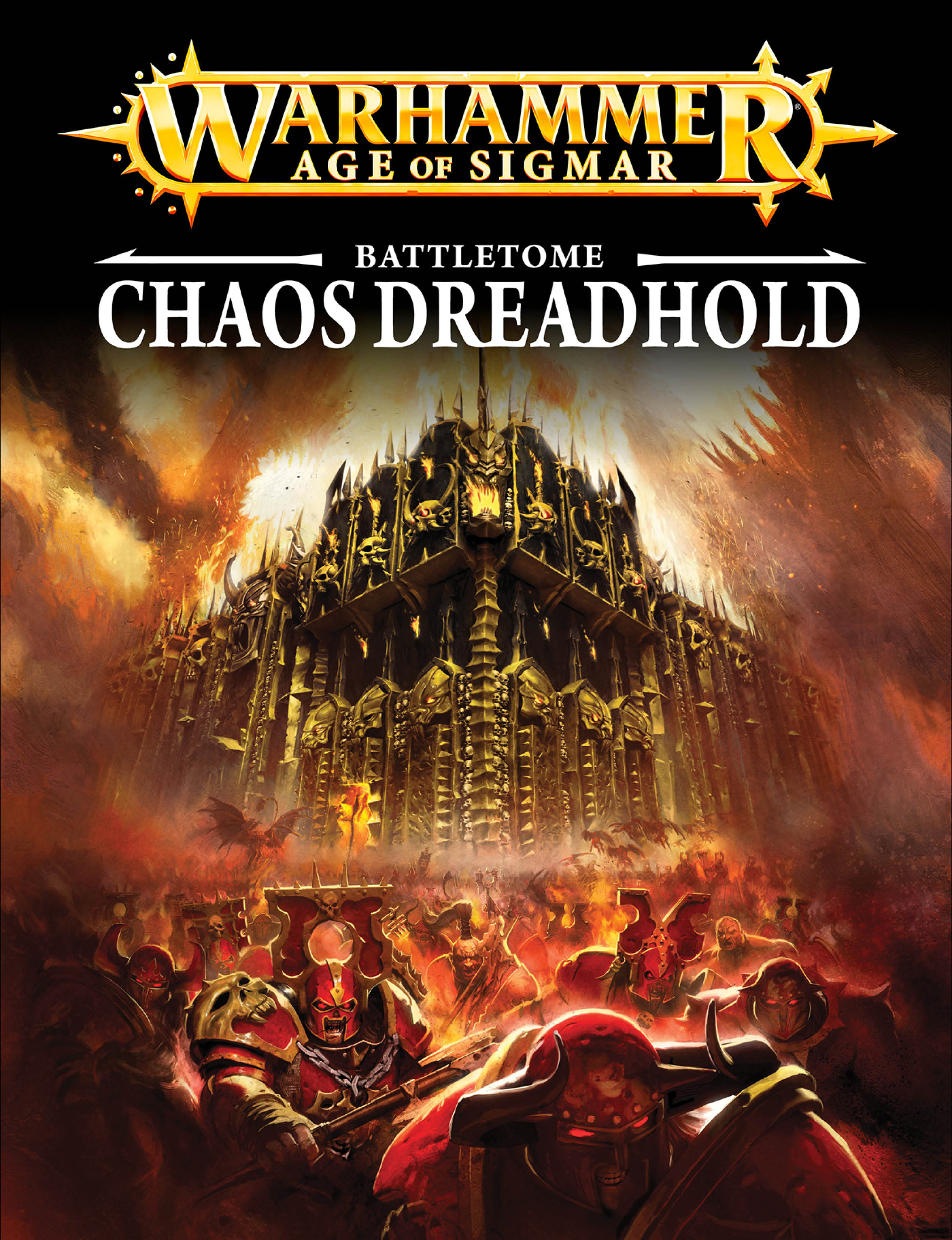
WARHAMMER®
AGE OF SIGMAR

BATTLETOME

CHAOS DREADHOLD



WARHAMMER AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.

INTRODUCTION

***Battletome: Chaos Dreadhold* is a guide to the grim Chaos fortresses and towering keeps of the Mortal Realms. Read on, and explore these ancient strongholds and their sorcerous secrets.**

Battletome: Chaos Dreadhold details the monstrous castles, mighty strongholds and looming watchtowers that choke the Mortal Realms like an iron collar. These are the sites of battles and massacres, soaked in the blood and magic of a thousand wars and ruled over by ineffable wizards and power-hungry warlords. For the turning of an age the Dark Gods have held their dominion over the Mortal Realms, and under their brutal tyranny these skull-studded fortresses and bladed brass gates have risen up to proclaim the supremacy of Chaos.

As Sigmar's Tempest rolls across the heavens the minions of Chaos rush to their battlements, heaving up massive axes and blood-spattered blades, ready to defend all that they have conquered. Across the Mortal Realms besieged citadels echo to the sounds of war. In Aqshy, skull-covered towers glower down upon scorched plains littered with the remains of those who have tried to breach their walls. Meanwhile, in the tangled wilds of Ghyran, plague-crusted fortresses drip and ooze with sorcerous contagions as their bloated guardians stand ready to repel invaders.

Beyond the gore-soaked crenelations and gateways of the Chaos bastions other, older ruins dot the scarred and smoking landscapes. War has swept the realms like a tide, each ebb leaving eldritch fortifications empty and haunted in its wake. Dark power lurks in these places, for those with the courage to seize it. Like bloodflies to fresh meat the armies of the realms swarm to these places, the arcane and divine energies calling out like a siren's song to mortal minds and leading them to battlefields anew with promises of fresh foes to kill.

The hideous, slab-sided fortifications that squat amid the ruins of the Mortal Realms hold the power to turn the tide of battle. Dare you lead your warriors into their crumbling shadows or onto Chaos-bound battlements? Can you crush all who bar your way, claiming them for your own? Only the strongest can rule these ensorcelled Dreadholds, be they fell servant of the Dark Gods or lightning-forged Stormcast Eternal warrior. So take up blade or hammer, ready spell and prayer, and prepare for battle – for the Chaos Dreadholds await your conquest!

THE LIMITLESS REALMS

This book is a guide to the myriad fortifications that blight the Mortal Realms from end to end. From the ominous Ironskull Bastions to the grim immensity of the Infernal Realmforts, these malefic strongholds are exciting and evocative additions to any miniatures collection.

For many people, part of the joy of collecting Citadel Miniatures is in creating rich, fantastical environments for them to inhabit – be they intended for display, gaming, or the sheer enjoyment of modelling a fabulously detailed landscape. There's hours of pleasure to be had from planning the scenery, crafting the setting and building the backdrop for your models, and more still from arranging your miniatures in it.

Ancient, arcane temples; rivers of bubbling magic; living mountains; deadly ice floes; soaring fortresses – the possibilities are endless, and can really bring your models to life. These are the dangerous locales where great legends are forged, where heroes battle both their sworn enemies and their remarkable environments, where generals lead hordes of warriors to glory.

A great modelled setting is much like a film set, your miniatures the actors. The stories you began when you first purchased and assembled your models, or when you chose their allegiances and paint schemes, can continue here, in these fantastical realms. Will your army survive the long trek through the murky forests of the Gnarlwood? Will the tentacled beast in the Kulamark Chasm rise up to destroy the bridge before they can defeat the enemy? Can your Warrior Chamber lay siege to the bone fort of Shiron before the undead rise to drag them all to the underworld? Stories such as these are rooted in their environments, and the more fantastical and strange those environments are, the more your heroes and villains will have to overcome.

Just like the miniatures in your collection, a fantastic modelled environment usually starts with a Citadel model. There's a vast array of scenery pieces to choose from, and they can be assembled in an infinite variety of ways. It's this flexibility that really allows you to bring your tabletop to life, combining Baleful Realmgates with mystic ruins, strange Numinous Occulums with ancient, blasted temples. You might choose to recreate the bizarre environments you've read about or seen in our books,

or you might let your imagination run wild, bringing to life other, previous unexplored regions of the Mortal Realms, where dark and unspeakable things are afoot.

Whichever way you approach it, a great piece of scenery can complement your miniatures collection, and indeed form an important and integral part of it.

The various models that comprise the Chaos Dreadhold are designed to be assembled in any number of configurations, enabling you to build vast bastions to the glory of Khorne, eldritch fortresses in the name of Tzeentch, pus-dripping foetor-forts of Nurgle, or whatever terrible structures you might wish to raise in tribute to the Chaos Gods.

Each of these strange creations has its own distinct character, its own dark aesthetic, and its own effect upon the landscape around it.

The eerie edifices known as Ironskull Bastions, for example, dot the borders of many ancient kingdoms. As well as accommodating garrisons of warriors, the towers can raise a cacophony of screams from their skull-facades fit to drive men mad and warn all for miles around that the foe are invading.

The same is true of the Direstone Redoubt with its hungry, living walls, or the Skullcoven Forge wherein powerful wizards can perform the dreaded Ritual of the Annihilator. Each and every configuration possible with the Chaos Dreadhold tells a tale of its own, and makes an excellent addition to a collection of Citadel Miniatures.

Will you create yours as gilt-and-crystal towers of Tzeentch, or blood-soaked Khornate watchtowers? Or perhaps your setting demands something stranger still – a tower whose magic has been suborned by conquering orruks or tethered to the crackling energies of Sigmar's Tempest. The choice is yours, and the tales to tell are endless.

Whether they serve as your army's impregnable fastness, corrupted bastions for your brave heroes to storm, or war-scoured ruins looming ominously over your tabletop setting, Chaos Dreadholds offer endless opportunities for storytelling and scene-setting in the Mortal Realms.

BASTION OF DECAY

SEEDS OF THE SYLVANETH

A vile blight upon Ghyran, the Fangs of Decay were built by the Rotbringers to corrupt the power of Alarielle's sacred Lifewells. With the dawning of the Age of Sigmar, the sylvaneth stirred within their glades, intent upon the destruction of these foul edifices raised upon their lands.

Their skull-encrusted walls dripping with filth, the blighted keeps known as the Fangs of Decay rose up from the swamps of the Foetid Wash. Caged within this ring of towers was one of Alarielle's Lifewells – a spring where the pure waters of Ghyran flowed from the goddess' Hidden Vale only to be corrupted by the power of the Fangs.

For an age this place had been a blight upon Alarielle's children. As the Storm of Sigmar broke across the realms, the sylvaneth rose up to tear down the shackles Nurgle's minions had forged around their enclaves.

A sudden squall of cleansing rain sent by Alarielle heralded the arrival of the sylvaneth assault upon the Fangs. Where this downpour fell, the magic of life followed, and from the Foetid Wash around the Chaos keeps a new forest erupted from the reeking earth, its boughs filled with tree spirits.

Torglug the Despised stood upon corroded battlements bellowing orders to his underlings. Distended bodies glistening wetly in the storm, the Nurgle warriors heaved themselves up to the ramparts, hurling disease-filled skulls and casks of effluvia down into the newly risen wood as its trees closed in around the Fangs. Torglug himself called out to Nurgle, imploring his god to bestow bountiful blessings on the keep's defences.

With a great retching burp, the keep's leering gargoyles spewed forth a torrent of bilious sludge. Where this tide of daemon-vomit washed across the rapidly closing line of trees it burned, dissolving scores of forest spirits.

Torglug let out a burbling burst of laughter at seeing Alarielle's children perish, his mirth causing his belly to pop and ooze. His joy was short-lived, however. As the cleansing rain fell harder, its unrelenting deluge washed away the flood of putrescence. Reinvigorated by the magic of Ghyran more trees surged forward, until the forest itself battered at foundations of the Fangs, surrounding them in a sea of twisting branches and thick canopy.

TORGLUG THE DESPISED

Once a champion of the Everdawn tribe, Torglug was one of the proud mortal defenders of the Lifewells. When Nurgle infected the Realm of Life with his foul touch, Torglug fought against the invading legions of Chaos until he was taken prisoner. Surviving for seventy-seven days within the Pit of Filth, he was at last undone by his own stubborn refusal to die. When he finally emerged, riddled with disease, it was as a champion of the Plague God. Turning against his former allies, Torglug seeded kingdoms and lands across Ghyran with pestilence and plague – earning the name the Despised by those who once called him brother. Pleased with his offerings, Nurgle rewarded Torglug with a bodyguard of Putrid Blightkings and the honour of corrupting the Lifewells of Ghyran. It was a task the Nurgle lord accepted with twisted pride, raising the fortifications known as the Fangs of Decay to cage the power of life he had once stood sentinel over.

SYLVANETH

SYLVANETH

LIFEWELL

FANGS OF DECAY

ROTBRINGERS

SYLVANETH

FOETID WASH

PUTRID REACH

Where once a noxious landscape of filth-choked pools and gnarled trees had surrounded the Fangs, now a thriving forest had sprung up. Branchwraiths moved among its verdant boughs, calling forth snaking vines and grasping branches to tear the skulls of the fallen from the towers' foundations.

Nurgle warriors hacked and stabbed at the sylvaneth as the attackers climbed the walls, their rusting blades chopping apart bark-skinned foes. And yet for every Branchwraith and Dryad sent tumbling back into the writhing tangle of trees below, another climbed onto the battlements, and soon Rotbringer dead began to litter the stones.

Torglug bellowed to his Blightkings, and the bloated Chaos warriors lumbered forward to clear the walls of enemies. His rust-pitted great axe hewing apart sylvaneth, Torglug barged his way to where the trees were already reaching between the crenellations of his tower. Scuttling like stick-limbed insects, Dryads swarmed around Torglug, their claws ripping and tearing at his rotten flesh. Sheets of yellow-green fluid spilling from his wounds, Torglug struck back, the sickening crack of breaking tree spirits accompanying each blow of his axe.

A sudden tremor ran through the Fangs' defenders, and Torglug looked up from his butchery to see a nearby tower shaking upon its foundations. Like a mountain rising from the sea, a Treelord emerged from the forest canopy, his huge wooden fists hammering the structure. Powerless to intervene, the Nurgle lord could only watch in rage as the great wood-spirit tore down the tower's walls and toppled it in a cloud of dust and rubble.

Anger burning hot within Torglug's rotting heart, he called his Blightkings once more to his side, leaving his warriors to hold the keep against the sylvaneth. With a tortured groan, the gates of the tower opened and Torglug charged out into the writhing woods. Spitting and cursing, he hacked and battered his way through swarms of Dryads, though several of his Blightkings were dragged down by their talons. Even as the enemy massed a wall of wickedly sharp branches and thrashing vines before them, Torglug pressed forward, Nurgle's gifts instilling his rotting limbs with unnatural vigour.

Reaching the broken remains of the fallen tower, Torglug bellowed a challenge to the Treelord, the great monster still mashing Nurgle warriors into the gore-soaked ground. Blotting out the sky as it loomed over the Blightkings, the Treelord charged, its war cry the sound of a raging river bursting its banks. Answering the sylvaneth titan with his own gurgling roar, Torglug rushed forward to meet it across a carpet of corpses and skulls.

Pitted blades and axes glanced off the Treelord's iron-hard bark as Torglug and his Blightkings tried to bring it down. Ancient and massive, the towering tree spirit lashed out with huge hands and crushing feet. Rotting meat and milky pus rained across the ground as Torglug's warriors fell, but the Nurgle lord fought on, untroubled by the terrible violence. Though his axe could not pierce the hide of his foe, it carried the blessing of the Plague God, and everywhere it struck the Treelord's bark blackened and wept dark sap.

By the time the final Blightking fell under a furious backhand blow from the Treelord, and only Torglug remained before it, the monster was visibly staggering under the rapid rot that had taken root within its body. Yet before Torglug could land the killing blow a knot of Dryads rushed out of the woods to block him. Even as he fought the wood spirits, he realised he could see no other servants of Nurgle still standing outside the keeps' walls.

Like a rising tide drowning a stony shore, the sylvaneth swarmed over the Fangs of Decay, each tower now encased in grasping vines. The attackers hurled the Rotbringers from the battlements even as the sylvaneth tore at the keeps' foundations. Nurgle's influence ebbed before the rising energies of life, and within the ring of towers, the Lifewell began to glow.

Torglug could taste defeat, though he knew that his foes would not live to enjoy their victory. As the tree-spirits swarmed into the Fangs, they unwittingly tripped the sorcerous safeguards built into the walls of the keeps. Torglug was already turning to run as the skulls on the surviving towers began to shriek, and then the Fangs exploded in a wave of feculence.

When the surge of filth receded, the newly grown forest had been reduced to a reeking mire of broken trees and tangled corpses. For a moment nothing moved. Then, the Treelord rose from the ruin to stand tall in the life-giving rain, shaking off its blackened bark to reveal clean white wood beneath.

BATTLEPLAN

RAZE TO THE GROUND

HOW TO USE BATTLEPLANS

This book contains four battleplans, each of which enables you to fight a battle based upon the exciting narrative that leads up to it. These battles should be fought using all of the rules on the *Warhammer: Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle was fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

Brutal sieges are a common sight in the Mortal Realms, as the surest way to hold dominance over an area is to erect a mighty stronghold at its heart. The Fangs of Decay were a range of such fortifications, and they stood for centuries as hated icons of Nurgle's influence in the Realm of Life.

You can use this battleplan to represent how Alarielle's wrath was turned against this blight afflicting Ghyran, or you could use it to fight any battle in which vengeful forces rise up against the tyranny of the Dark Gods. The Stormcast Eternals are particularly keen to tear down the fortresses of Chaos, but they are not the only ones to enact campaigns of siege warfare. Perhaps a Pestilens clawpack seeks to occupy a dread fortress held by a wizened Necromancer, or to bring it tumbling to the ground if it cannot be theirs...

THE ARMIES

Each player picks an army, and then they must decide who will be the attacker and who will be the castellan. If one player has at least a third more models than their opponent, then they must be the attacker. Otherwise, each player rolls a dice, and whoever rolls higher is the attacker.

The general of each army has a unique command ability, shown below, in addition to any others they have.

THE SKULL TOWERS

In order to fight this battle, you will need at least one Skull Keep or Overlord Bastion scenery model, and preferably at least two or three. These models are treated as being part of the castellan's army (see Set-up on the next page). If you have three Skull Keeps the castellan can set up a Skullcoven Forge.

ATTACKER'S OBJECTIVES

The enemy stronghold has been a thorn in your side for too long – today it must be destroyed! You have surrounded the enemy and are now ready to launch your final assault. Victory can only be earned once the stronghold is in your hands or has been reduced to a smoking ruin!

CASTELLAN'S OBJECTIVES

The stronghold that you occupy has been the lynchpin of your defences for many years. From it you have launched numerous raids and attacks on your enemies' lands and territories, and have then been able to shelter behind its walls, safe from retribution. But now your foe has gathered a strong siege force and clearly intends to either capture or destroy your fortress – they must not be allowed to succeed. Warriors can easily be replaced, but your stronghold cannot!

ATTACKER'S COMMAND ABILITY

Bring Up The Ladders: Your general can use this ability once per game. If he does so, you can pick up to three units from your army that are within 1" of a scenery piece that has battlements. Instead of moving in the subsequent movement phase, models from those units can be placed on the battlements, even if this means they are within 3" of enemy models.

CASTELLAN'S COMMAND ABILITY

Sally Forth: If your general uses this ability, pick one unit from your army that is inside a building. If the unit exits the building and makes a charge move this turn, then you can add 1 to all hit and wound rolls for the unit until your next hero phase.

THE BATTLEFIELD

The battle occurs close to the border between the territories controlled by the attacker and the castellan. It is a bleak, windswept place, dominated by the skull-adorned keeps that make up the castellan's stronghold.

The scenery for the battle can be set up as described on the *Warhammer: Age of Sigmar* rules sheet. Do not set up any terrain features within 18" of the centre of the battlefield, in order to leave room for the castellan's stronghold.

SET-UP

Do not use the set-up instructions on the *Warhammer: Age of Sigmar* rules sheet. Before deploying any units, the castellan sets up the Skull Keeps and/or Overlord Bastions that are being used for the battle. These need to be set up fully within 12" of the centre of the table. Once all of the buildings have been set up, the castellan then sets up the rest of their army. Each of the castellan's units must be set up either garrisoning one of the buildings, or wholly within 6" of one them. Any units that cannot fit cannot be used.

The attacker sets up second, anywhere on the battlefield that is more than 12" from any of the buildings occupied by the castellan's units.

FIRST TURN

The castellan chooses who takes the first turn in the first battle round.

CAPTURING BUILDINGS

The attacker's forces have sworn to capture or destroy the accursed keeps if it takes their lives to do so. A building is considered to have been captured when there is at least one attacking

model inside the building or on its battlements, and there are none of the castellan's models inside the building or on its battlements. The castellan can recapture buildings if at least one of their models is inside the building, and none of the attacker's models are inside the building or on its battlements.

DESTROYING BUILDINGS

The attacker is allowed to attack buildings in this battle. Carry out the attack normally, adding 1 to all of the attacking models' hit rolls for attacking such a large and immobile target. All buildings have a save of 1+, which means that they can only be harmed by attacks that inflict mortal wounds or that have a Rend characteristic of at least -1. You cannot 'heal' wounds inflicted on a building.

A Skull Keep is destroyed once it has suffered ten or more wounds, and an Overlord Bastion is destroyed once it has suffered fifteen or more wounds. Any models inside the building or upon its battlements are removed as casualties when the building is destroyed, and then the building itself is removed from the battlefield.

VICTORY

Do not use any of the victory conditions on the *Warhammer: Age of Sigmar* rules sheet. Instead, the attacker immediately wins a **major victory** if all of the castellan's buildings have either been captured or destroyed, as described above. The castellan wins a **major victory** if the attacker has not been able to capture or destroy all of the buildings before the end of the sixth battle round.

HINTS & TIPS

It is worth arranging to play a practice run of this battleplan, as it works best when the attacker has more models than the castellan, and takes models which are capable of damaging the buildings. The castellan's army, on the other hand, should be made up of models that will benefit from garrisoning the buildings, or which have abilities that allow them to be summoned once the battle is underway. A little bit of forethought about these things will make for a more exciting battle!

SEALING THE ROTFANE

THE ARROW OF AZYR

Across the Realm of Life the Hallowed Knights had brought Sigmar's wrath to the servants of Chaos. Now their shining Stormhost laid siege to the Rotfane – a blasphemous edifice garrisoned by the warriors of Nurgle, and a gateway to the pestilent domain of the Plague God himself.

Beneath skies laden with billowing storm clouds, the Hallowed Knights marched into the marshlands before the Rotfane, Lord-Celestant Gardus at their head. Knowing that the Rotfane must be brought down in order to free this land of its noxious poisons, Gardus motioned for his host to advance, the Stormcast Eternals hefting their shields and hammers as they marched toward the dripping ramparts in the distance.

Once, the valley in which the keep stood had been part of the vast Salishwyrd, a nomadic jungle of breathtaking beauty and natural splendour. Now, it was a stinking swamp, with its once wandering trees now languishing in chains, their oaken bellies turned into nurseries for the Plague God's profane creations.

From atop their battlements, the Rotbringers watched the Hallowed Knights come, the sorcerer Slaugoth Maggotfang licking a rusting knife with a boil-riddled tongue.

As the warriors of Sigmar drew closer Slaugoth called out to the Plague God, channelling his corrupted magical might into the Malefic Gate that yawned like a gaping wound at the base of the Rotfane. Pus dripped and dribbled from the eyes of the skulls lining the great gate. With a sigh of rot-wind, pestilent energy began to roll out towards the foe, turning the ground to sludge in its wake.

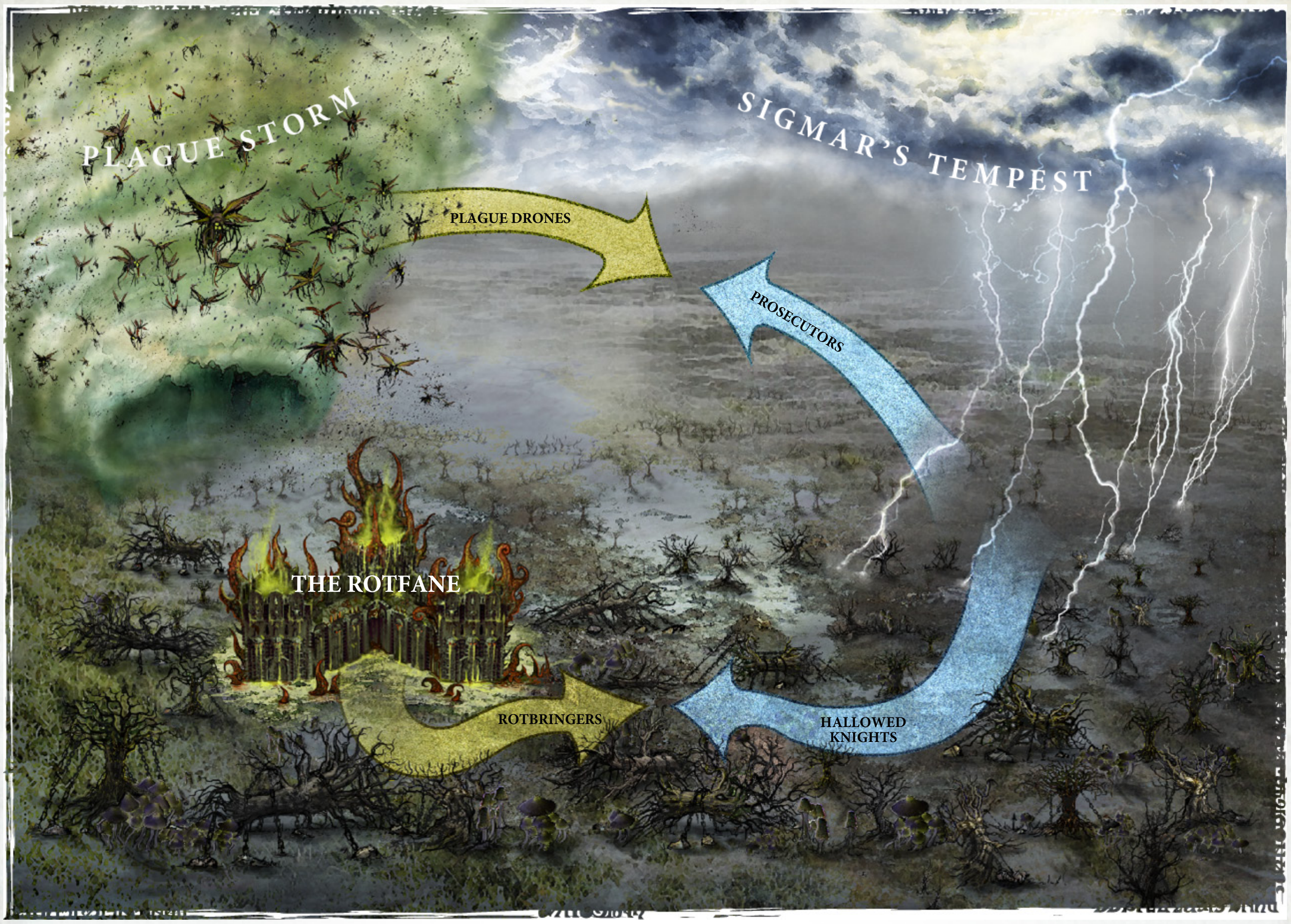
Gardus felt the corrupting power of Chaos rising, while the magic of Azyr waned. The closer the Stormcasts came to the gate, the stronger the foul wind blew, forcing them back. As they struggled against the sorcerous gale, daemons began to claw their way out of the milky ground.

Gardus cursed his foes' foul magic, even as he stove in the head of a Plaguebearer. Between the daemons and the foul wind, his shining warriors were unable to advance.

LORD-CELESTANT GARDUS

Few virtues distinguish the Stormcast Eternals from their foes like the ideal of self-sacrifice. Lord-Celestant Gardus and his brother Hallowed Knights are prepared to die in the crucible of battle time and again, until the Dark Gods' stranglehold on the realms is finally shattered. Though he has fought under Sigmar's banner for but a short time, Gardus is all too familiar with the horrors of Chaos, and is well aware of the terrible consequences should he fail in his duty.

The Hallowed Knights are chosen from the most pure-hearted of Sigmar's champions, and many were warrior priests in their mortal lives. The Reforging has served only to temper their faith, for each of them is unshakeable in combat. Gardus remembers the wisdom that guided his days before Sigmar called him to the heavens, that – as the Lord-Celestant often counsels his fellow Stormcasts – only in the manner of their death does the true measure of a warrior become known.



Amid the press of battle, Gardus caught the eye of his Lord-Relictor, Morbus, communicating in a single glance what needed to be done. The Lord-Relictor nodded sagely, and freed himself from a knot of fighting. Planting his reliquary in the ground, Morbus summoned forth a dancing serpent of lightning which coiled around the Hallowed Knights, pushing back the Chaos storm and slaying daemons with cracking whips of light.

As wild ropes of energy thrashed around his reliquary, the Lord-Relictor held it aloft and advanced toward the keep. Against the pure energy of the heavens, the Chaos wind could find no purchase and was forced back, and in its wake, the Stormcast Eternals charged.

Slaugoth spat out the seventy-seven infectious verses, ropey strands of phlegm hanging from his mouth as he chanted. Clouds of acidic smoke coiled from his fingers, growing in size and speed until they rolled over the closest of the Stormcasts. Where the toxic fog touched sigmarite and flesh, it sizzled and popped, silver warriors falling to the ground in agony.

Yet still the Hallowed Knights came on. The air rang to the sound of their mighty chant as the Stormcast Eternals sang the praises of Sigmar. Sickly yellowed heads and bloated bellies burst under their glinting hammers, until the ground was slick with brackish blood and reeking innards. Shielded by the magic of Morbus' flickering staff, they marched on toward the keep.

A mighty hurricane erupted from the Malefic Gate, Rotbringers propelled from its depths into the battle in ever-greater numbers. Even as both sides hacked and smashed apart the other, two competing storms raged overhead. One, a tornado of lightning, tore at the other, a maelstrom of filth. Where the two touched, snaking fingers of electricity and chattering plague-skulls rained down from the sky.

Slaugoth could feel the immense power of Azyr rolling off the Lord-Relictor, and knew the key to victory lay in the priest's demise. With a gurgling whisper into the void, Slaugoth called forth a swarm of fly-winged Plague Drones, grinning through broken teeth as the daemons swooped down to seek out their quarry.

Morbus smelled the vile stench of the drones as they descended, their foul reek filling his mouth with the taste of maggots and flies. He loosed lightning from his staff toward them, bolts of light stabbing through the sky. Several were reduced to showers of putrid gore, but the rest bore down upon the Lord-Relictor, their pitted blades at the ready.

With a howl of wind, a dozen Prosecutors swooped down upon wings of light toward the Plague Drones. Disease-tainted swords sparked off sigmarite hammers as a swirling aerial melee broke out. Like motes of dust caught in a hurricane, the two sides swirled faster and faster, broken bodies hurled to the ground as they fought. Safe for now, Morbus turned his attention back towards the Rotfane and its Malefic Gate, pouring his will into breaking the Chaos magic.

Lord-Celestant Gardus fought furiously in the vanguard of the assault, hammering foes to the ground in gouts of foetid blood even as he directed his warriors. The Hallowed Knights now stood in the shadow of the Rotfane, and the effects of its foul power upon the surrounding landscape were more apparent than ever, the very ground spewing contagions into the air. That the Stormcasts could advance even a step through the clouds of flies was down to Morbus' conjured storm.

Slaugoth hefted his staff, and drove his Rotbringers out of the Malefic Gate. As they passed under its skull-studded arches, the sorcerer felt the energies of his dark god pulsing through his rotting veins. Fixing the Lord-Relictor and his nexus of celestial magic in his sights, Slaugoth hurried into the fray, chanting vile incantations.

Gardus saw the Rotbringers slam into a shield wall of Liberators, the silver-armoured warriors pushed back by the pestilent bulk of the hulking servants of Nurgle. Scant yards away Morbus wrestled with the maelstrom of magic that still poured from the Rotfane, and Gardus knew the enemy sought the Lord-Relictor. The leader of the Hallowed Knights charged, a prayer to Sigmar upon his lips that he might reach them in time.

A whirlwind of magic thundered before the Malefic Gate and the Rotfane shuddered to its skull foundations as the twin storms of plague and lightning reached their zenith. Then, Morbus chanted an oath to his vengeful god, causing the raw power of Azyr to pour forth from his reliquary. Against this purifying force the corrupting energies of Nurgle raged.

A sudden warning cry from one of his brethren reached Morbus, and he dragged his focus back to the battlefield in time to dodge a buzzing spell that swarmed from Slaugoth's staff. With a roar of fury a dozen Stormcast Eternals surged forward to protect the Lord-Relictor, but they were cut off by the sorcerer's Blightkings, leaving Morbus and Slaugoth locked in an eldritch duel. Forced to fight for his life, Morbus' shield faltered, and the Chaos gale howled louder.

Like a bolt of lightning, Gardus plunged into the fray, forcing Slaugoth back. Freed from the duel, Morbus mastered the failing shield of light and it shone anew. Now, Gardus fought the sorcerer, but invigorated by the energies pouring from the gate, Slaugoth's spells were holding him at bay. Nearby, the Rotbringers had broken through the Liberator lines, and Gardus found himself surrounded, barely staying upright as blades rained from all sides.

The blades of the Stormcasts are forged from shining sigmarite.

Nurgle gifts his favoured warriors with deadly filth-encrusted weapons.

The power of the Malefic Gate could be suffered no longer. Calling out to Morbus, Gardus thrust his hammer toward the portal, and the Lord-Relictor knew what he had to do.

While Gardus traded brutal blows with Slaugoth's Rotbringers, the Liberators cleared a path for Morbus. Across the plague-cursed ground they fought, Slaugoth desperate as he tried to force his way past Gardus. But the Lord-Celestant would not yield, and suffered dozens of wounds under Rotbringer blades so that Morbus might have his chance.

Uttering a word of power, Morbus finally brought down the Rotfane in a deafening explosion of iron and bone. Slaugoth screamed his frustration, leaving his Blightkings to cover his retreat as the Stormcasts closed in. Too wounded to give chase, Gardus fell to his knees, giving thanks to Sigmar for the Hallowed Knights' victory.

BATTLEPLAN

MAN THE GATES

Malefic Gates can be found barring the way to many of the great Chaos fortresses that mar the Mortal Realms, though some of these structures do not simply keep foes at bay. Instead, they hold back great storms of magical energy until such time that their master wishes for them to be unleashed. As the Hallowed Knights approached the Rotfane, the foul sorcerer Slaugoth Maggotfang threw open its gate to release a pestilent wind into Ghyran.

This battleplan lets you play out a desperate battle between a daring strike force and an enemy controlling a Malefic Gate. It is ideal for fighting the clash at the Rotfane, but could easily be used to represent similar conflicts fought by other forces. Perhaps the Stormcast Eternals must now hold the liberated fortress against a brayherd warband, or maybe a Spiderfang Arachnoboss leads a force to claim the power of a skaven-held Malefic Gate in the Leechswamps of Low Ghurland.

THE ARMIES

Each player picks an army, and then they must decide who will be the invader and who will be the custodian. If one player has at least a third more models than their opponent, then they must be the invader. Otherwise, each player rolls a dice, and whoever rolls higher is the invader.

The general of each army has a unique command ability, shown below, in addition to any others they have.

INVADER'S OBJECTIVES

You have driven deep into the heart of your enemy's homeland, and are now prepared to strike the final killing blow. In front of you lies a Malefic Gate, which is the source of your enemy's magical might. Once it is closed, your adversary will be defeated, and you will be able to seize his source of magical power and use it for your own ends. First though, you must fight your way past the enemy army to the gateway...

CUSTODIAN'S OBJECTIVES

The enemy have reached the Malefic Gate that is the source of all your power. Should they succeed in closing the gateway, you will face total and crushing defeat – this must not be allowed to happen! Fortunately you have had time to gather a powerful warhost with which to oppose the enemy army, and the magic that pours through the gateway may still help you to defeat the foe.

INVADER'S COMMAND ABILITY

Battle Cry: Your general can let loose a mighty battle cry that drives his warriors to attack with little regard for their safety. If your general uses this ability, then until your next hero phase, add 1 to all hit rolls and subtract 1 from all save rolls that you make for him and all units from your army that are within 12" of him at the start of the combat phase.

CUSTODIAN'S COMMAND ABILITY

Weather the Storm: If your general uses this ability, then until your next hero phase your warriors fight defensively, parrying and blocking the enemy's attacks. Add 1 to all save rolls and subtract 1 from all hit rolls that you make for your general and all units from your army that are within 12" of him at the start of the combat phase.

THE BATTLEFIELD

The battle occurs in the heartland of the custodian's empire. A short distance away, just beyond the Malefic Gate at the corner of the battlefield, lies a mighty citadel, which forms the centre of the custodian's power.

In order to fight this battle, you will need to set up a Malefic Gate model in the corner of the battlefield (see the map below). The rest of the scenery for the battle can be set up as described on the *Warhammer: Age of Sigmar* rules sheet.

SET-UP

The battlefield must be divided into two equal sized halves, by drawing a straight line from one corner of the battlefield to the other as shown on the map. The half that contains the Malefic Gate is the custodian's territory, the other half is the invader's territory.

Alternate setting up units, starting with the custodian. Models must be set up in their territory, more than 12" from enemy territory, as described on the *Warhammer: Age of Sigmar* rules sheet.

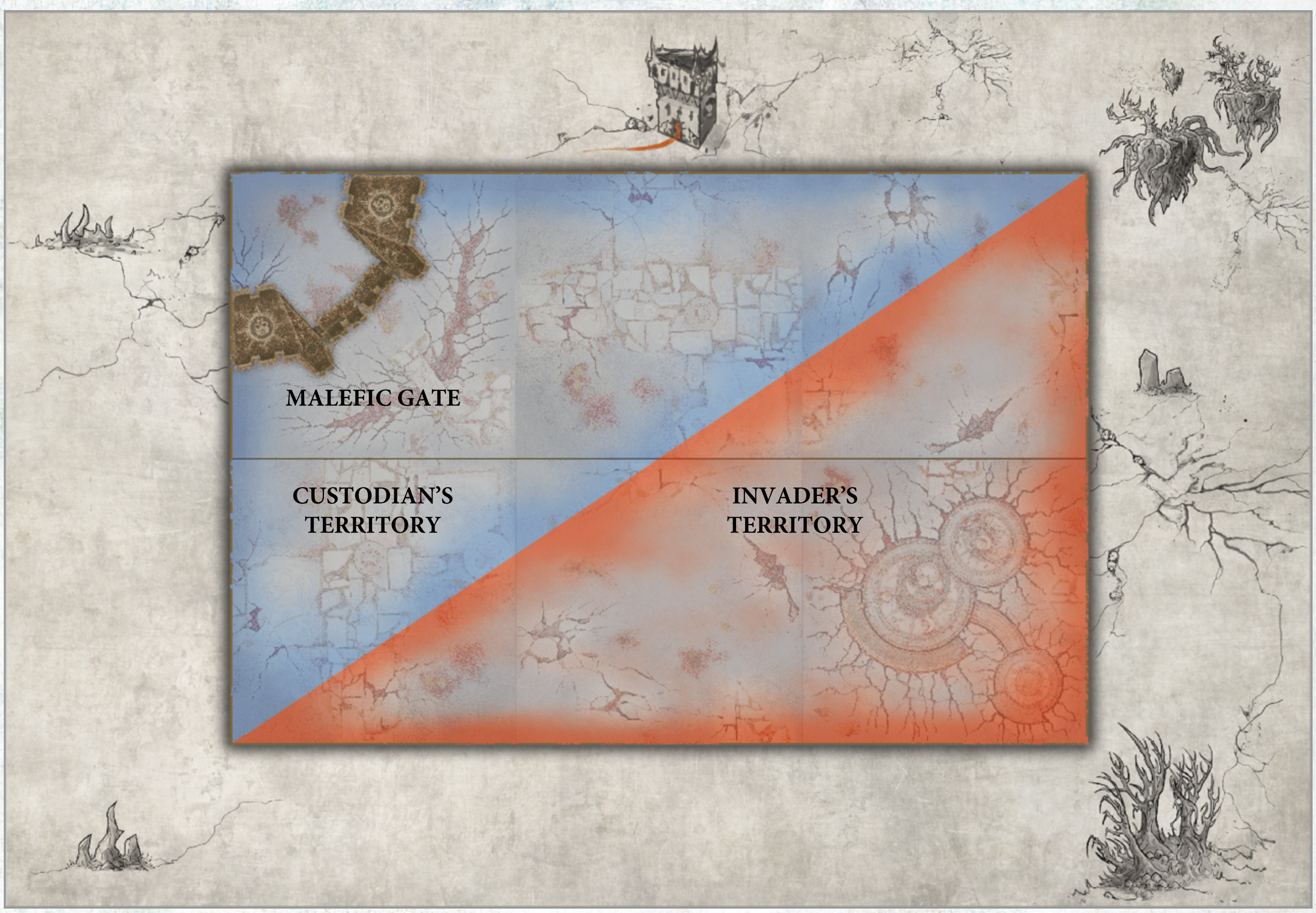
FIRST TURN

The player that finishes setting up first chooses who takes the first turn in the first battle round.

THE GATEWAY

The Malefic Gate starts the battle open, and there is a storm of magical energy pouring through it. The following rules are used in addition to the rules on the model's warscroll.

Storm of Magic: You can add 1 to any casting rolls you make, as spells are empowered by the magical gale.



The Arcane Blast spell (page 62) has a casting value of 10 rather than 5 during this battle.

Coruscating Bolts of Energy: All **WIZARDS** know the Coruscating Bolts of Energy spell in addition to the other spells that they know.

Coruscating Bolts of Energy has a casting value of 8. If successfully cast, pick an enemy unit that is visible to the caster and is within 24". Roll a dice, adding 1 to the roll for every five models in the unit you picked – that unit suffers this many mortal wounds.

Barrier of Light: In the invader's hero phase, their general or a **PRIEST** from their army can pray to create a Barrier of Light. To do so roll a dice, adding 1 to the roll if the model praying is both the general and a **PRIEST**. If the result is 3 or more the prayer is successful and the custodian may not use the Coruscating Bolts of Energy spell in their next hero phase. A model that prays for a Barrier of Light cannot pray again or use a command ability in the same phase.

VICTORY

Do not use any of the victory conditions on the *Warhammer: Age of Sigmar* rules sheet. Instead, the invader immediately wins a **major victory** if the Malefic Gate is closed (see the Malefic Gate warscroll). The custodian wins a **major victory** if the invader has not been able to close the Malefic Gate before the end of the sixth battle round.

HINTS & TIPS

The invader is in a race against time to shut the gate, and all his energies need to be focussed on reaching and clearing it of any defenders. To do this, he will need to hit the custodian's forces hard as early as possible, leaving them too weak to hold the gateway in the final stages of the battle.

The custodian, on the other hand, needs to preserve his strength, while still keeping the invader away from the gateway. If he holds back some powerful units behind the walls of the Malefic Gate, it means he has a final reserve to hold the gate at the end of the battle.

FIRE AND IRON

ACROSS THE BLOODBRASS BRIDGE

The Bloodbrass Bridge connects the Realms of Metal and Fire with strands of smouldering steel, a portal at its apex marking the division between the two. With the breaking of the Storm of Sigmar, the Stormcast Eternals launched an attack on the bridge to secure this vital Realmgate.

When the Age of Chaos engulfed the Mortal Realms, the Dark Gods claimed the Bloodbrass Bridge as their own, and raised mighty bastions at either end of that span between worlds. The fortress in Chamon was the Bloodspire Citadel, gifted to Heldrath Shatterbone, a great Chaos Lord who had pillaged the Quicksilver Vale and brought down the golden idols of Aidar from the back of his blade-wheeled chariot. Skullbrass Keep, raised at the foot of the bridge in Aqshy, became one of many strongholds controlled by the Goretide, a centre of murderous ritual. Over this place of bloody torment ruled Fellgrax Fleshripper, a Mighty Lord of Khorne sworn to Korghos Khul.

Then came the Age of Sigmar.

With an ear-splitting boom the Hammers of Sigmar appeared before the walls of Skullbrass Keep. Ranks of golden-armoured heroes stepped from crackling blasts of lightning, their masked faces turned toward the fortress. At their front came Pergus Brightshield, Sigmar's power thrumming through his form.

Long had it been since the Goretide had faced a worthy foe. Only when the shining-winged Prosecutors landed on their battlements did they realise the present danger – the Stormcasts had come. Baying and screaming in rage, Fellgrax's legions rose up to oppose the Hammers of Sigmar, their blades and axes hungry for the blood of Sigmar's chosen.

Sigmarite hammers rang off warp-forged steel as the Stormcast Eternals smashed through the gates of Skullbrass Keep, crushing those Blood Warriors luckless enough to be guarding them. Striding through the entrance, the first Liberators forced their way into the fortress. Seeing the foe, Fellgrax unleashed his Khorgoraths, the hulking, mutated monstrosities thundering forward, bloody drool falling from their mouths as their claws reached out for the Stormcasts.

LORD-CELESTANT PERGUS BRIGHTSHIELD

Before his Reforging, Lord-Celestant Brightshield was a mortal warrior of the Illumiad tribe. During the Age of Chaos, Pergus watched with growing rage as his brethren were slaughtered in their thousands. Many of Pergus' warrior-brothers lost heart, their spirits crushed under the eternal malice of the Dark Gods, until they joined the ranks of the enemy or were slain. Others chose instead to flee, trading their honour for a few days of pitiful life running before the advancing hordes.

When the first Blood Warriors stormed into Pergus' village, he alone stood in their way. Under the gaze of his crystal gods he claimed many lives before, ultimately, he was dragged broken and bloody before the Blood Warriors' monstrous leader. Locking eyes with the towering servant of Khorne, Pergus promised vengeance even as the axe fell. Far off in the heavens Sigmar heard the warrior's prayer, and in a flicker of light claimed his soul, that Pergus might have the revenge he craved.

QUICKSILVER VALE

BLOODSPIRE CITADEL

SLAVES TO DARKNESS

STORMCAST ETERNALS

SKULLBRASS KEEP

CINDERBITE EXPANSE

As the two sides met beneath walls of burnished brass, the keep shuddered. Pergus charged into the fray, his hammer shattering the skull of the lead Khorgorath even as the others tore and ripped at his Stormcasts in sparking sprays of blood and lightning. Though far stronger than any mortal man, the Khorgoraths were driven back by the Hammers of Sigmar, their strength matched by the fury of Azyr that burned within the golden host.

Screaming his hatred for his foes and their cursed God-King, Fellgrax hurled himself into the battle, his Blood Warriors surging forward at his side. Filled with an irresistible desire to kill, the Mighty Lord of Khorne sought out the Lord-Celestant, eager to claim his skull for the Blood God.

In a crackling storm of death, Pergus smashed apart his foes, his hammer and runeblade accounting for dozens of the frenzied killers. From behind his golden helm, Pergus saw Fellgrax bearing down upon him, a host of crimson-armoured warriors at his back. Calling a strident challenge across the melee, Pergus levelled his shining runeblade at Fellgrax, promising him death with the gesture.

A roar washed down upon the fray from the bridge to the Realm of Metal. Both armies felt it crash across the battlefield like a physical wave as it grew louder and louder. Roaring out their praise to the Dark Gods, Heldrath's Chaos host arrived, disgorged from the portal atop the bridge in a tide of black armour. Heldrath's spies had alerted him to the assault, and the Chaos Lord saw a chance not just to defeat a hated foe, but also to rid himself of an old rival.

In their hundreds, Heldrath's warriors charged down to join the melee, the Chaos Lord watching his army advance from the edge of the portal. Outnumbered and surrounded by foes, the Goretide were cut down. Fellgrax himself vanished under Chaos blades before Pergus could reach him.

With a barked command Pergus ordered his warriors to adopt a defensive formation, a hundred azure shields clattering together like the crash of thunder. Tireless, the Stormcast Eternals met the charge of their new foes. Even so, for long, bloody minutes it looked as if they might be overwhelmed. Yet Heldrath had underestimated the resolve of his foes.

Mighty warriors perished by the score as they slammed against the Stormcast shield wall. Pergus directed his troops from the front while Heldrath sent more warriors down the bridge and into the fray. Prosecutors harried the Chaos flanks, hurling blazing hammers, while Judicators kept up a steady stream of crackling bolts. Slowly, the tide of battle began to turn.

With a bellowed war cry, Pergus gave the order to charge. In a storm of crackling sigmarite hammers the Stormcast broke formation and smashed through the Chaos forces. Weakened by their reckless assault, Heldrath's army gave before the thunderous attack. From his vantage point upon the bridge, Heldrath cursed his minions for cowards, and watched with growing alarm as the golden wedge fought its way toward him.

Abandoning his foothold on the apex of the bridge, Heldrath retreated back through the portal into the Realm of Metal. Fighting as they came, the Stormcasts forged after him, Pergus' gaze fixed upon the shimmering portal.

As the Hammers of Sigmar emerged into the metallic winds of Chamon, they beheld the mighty Bloodspire rising up before them. From the leering faces of its towers flaming missiles hurtled into the Stormcasts' ranks. Dozens fell in flashes of lightning, but their charge did not falter.

In the shadow of the Bloodspire's great gates Pergus hacked his way to Heldrath, silhouetted by the fires raining down around him. At last the Chaos Lord turned, the gates beginning to close behind his raised and bloody axe. Pergus parried Heldrath's wild blow in a shower of sparks from his runeblade. Then the Chaos Lord's bodyguard closed around him, and Pergus met them in a whirlwind of blade and hammer blows as Heldrath made for the gates once more. The Lord-Celestant knew that if the Stormcast were trapped outside the gates, then their attack would fail.

With a final, triumphant cry Pergus cut down the last warrior between him and Heldrath, and he raced forward to seize his foe in a grip of iron, even as the lord tried to slip through the closing gap in the gates. With a terrible shriek, the gates crushed Heldrath, shuddering to halt upon his mangled Chaos armour. Vaulting the corpse, Pergus led his Stormcasts through the opening into the fortress to finish their righteous work.

BATTLEPLAN

FORTRESSES OF DEATH

The Dark Gods and their generals know well the importance of the Realmgates, and in many cases have constructed vast defences to protect them. Many bitter battles have been fought between the Stormcast Eternals and the forces of Chaos for the control of these gates between worlds, with the titanic clash at the Bloodbrass Bridge just one such example. You can use the rules presented here to represent the conflict between Fellgrax's warband and the Stormhost led by Lord-Celestant Brightshield, but it also lets you play out any number of similar battles.

Perhaps you could tell the tale of a vicious Beastlord, looking to claim a similar bridge in the Ghurish Fjords from a tribe of Fellwater Troggoths, or enact the battle between Fyreslayers and their sworn orruk enemies over a long-contested span between two fortresses in the Magmacrag Peaks.

THE ARMIES

Each player picks an army, as described on the *Warhammer: Age of Sigmar* rules sheet.

BATTLE TO THE DEATH

No units have to take battleshock tests in this battle.

In addition, both army generals can use the Furious Attack command ability described below, and units that include standard bearers (or the equivalent) can use the standard bearer ability described below.

OBJECTIVES

The two armies are trapped within a pair of mystical fortresses linked by a Realmgate, where they are being forced to fight a vicious, drawn-out battle. The only way to earn victory is to gain sole control of the field of battle.

COMMAND ABILITY

Furious Attack: Your general leads a daring assault into the thick of the foe. If your general uses this ability, then for the duration of your next combat phase he and any unit from your army within 12" of him add 1 to the Attacks characteristic of any melee weapons they use. However, at the end of the combat phase, the general and any units that used this bonus each suffer 1 mortal wound.

STANDARD BEARER ABILITY

Battle Standard: Because there are no battleshock tests, the usual Bravery bonus for including a standard bearer (or the equivalent) in a unit is not used. Instead, you can re-roll one failed save roll per phase for a unit that includes one or more standard bearers.

THE BATTLEFIELD

The battle occurs within the blood-drenched walls of a pair of cursed fortresses, and the narrow bridge that joins them together. Each fortress is in a different realm. Because of this, you should choose a location in a different realm for each half of the battlefield. Any rules that apply to that location only apply on that half of the battlefield.

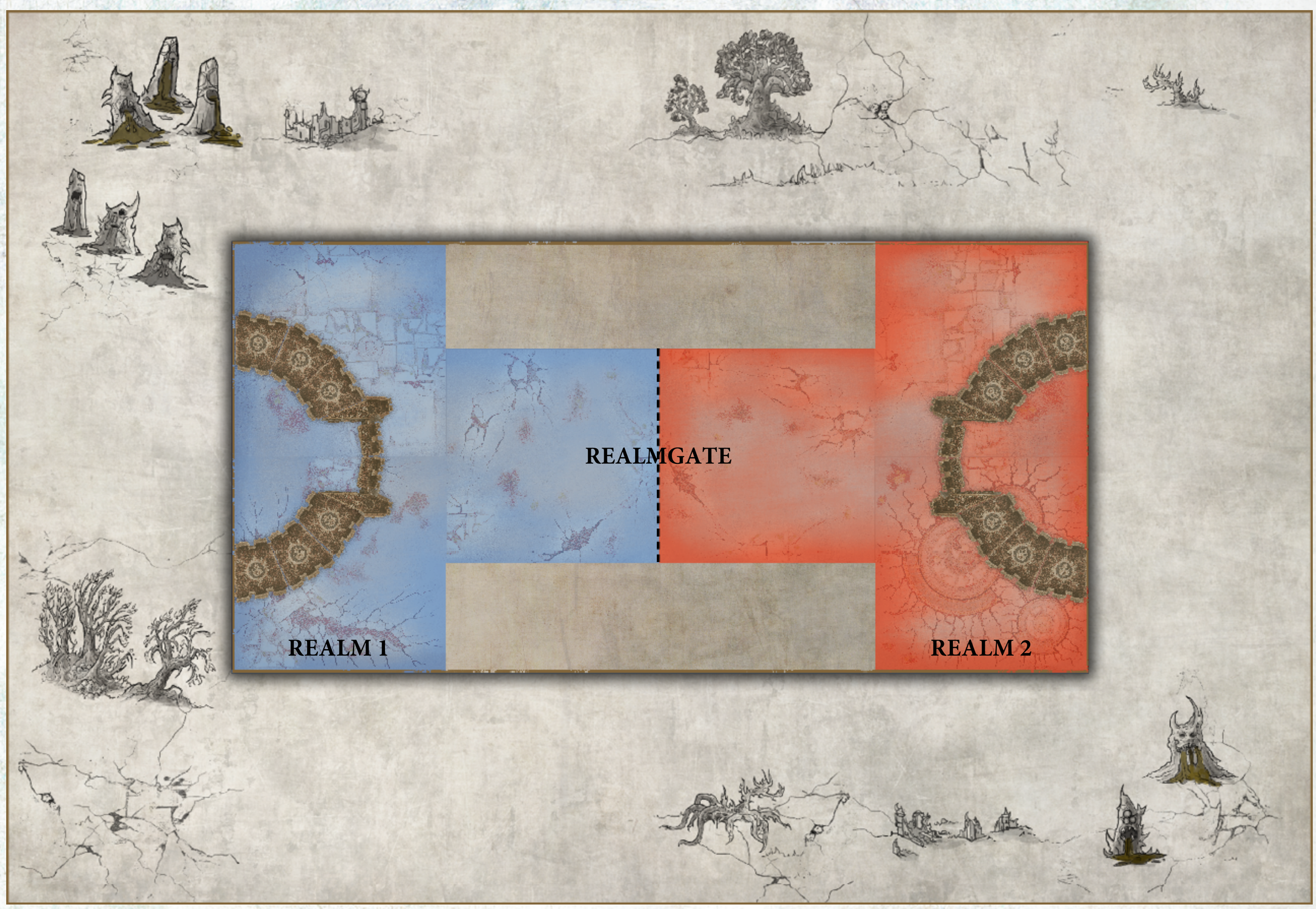
We recommend representing each fortress with a Malefic Gate and four Fortress Walls, as shown on the map below. You can generate the remaining scenery for this battle as described on the *Warhammer: Age of Sigmar* rules sheet, or use the example scenery shown on the map.

SET-UP

Do not use the set-up instructions on the *Warhammer: Age of Sigmar* rules sheet. Instead, both players roll a dice, re-rolling any ties. The player that rolls highest decides which of the two realms they will start in.

The players take it in turns to place a unit in their realm, starting with the player that lost the earlier dice roll. Units can be placed anywhere in their realm that is more than 6" from the enemy realm.

The players keep setting up units until their realm is full or they run out of units to set up. Once one player finishes setting up, the other player can continue to set up units one after the other until they too run out of room or units to set up.



FIRST TURN

The player that finishes setting up first chooses who takes the first turn in the first battle round.

CROSSING BETWEEN THE REALMS

The battlefield is divided by a Realmgate that separates the two halves of the battlefield. Models can move through the Realmgate, instantly travelling from one realm to the other. As noted previously, any rules that apply to a realm only apply on that realm's half of the battlefield.

Units are allowed to have models on both sides of the Realmgate, as long as a model on one side is within 1" of a model on the other side. However, models in one realm cannot see the other realm, and because of this they cannot affect models in the other realm in any way – they cannot attack them, cast spells or unbind spells that affect them, or use any abilities to affect them.

VICTORY

Do not use any of the victory conditions on the *Warhammer: Age of Sigmar* rules sheet. Instead, the battle is fought until one side is able to claim victory because there are no enemy models left on the battlefield. The victor can immediately claim a **major victory**.

HINTS & TIPS

This is a brutal fight to the death! You must hunt down enemy warriors with a grim determination, while at the same time ensuring that you don't give the enemy the chance to wipe out your own army. Because of this, it's worth holding back a powerful unit or two in your fortress.

Should your opponent win in the open field, they will still have to destroy this last rearguard, giving you the chance to turn the tide and steal victory from the jaws of defeat!

STORMING THE FORTRESS

THE ELDRITCH FORTRESS

In shining Chamon, within the Hanging Valleys of Anvrok, rose the Eldritch Fortress, domain of the sorcerer Ephryx and resting place of Ghal Maraz. Into this cauldron of Chaos marched the Stormcast Eternals, their quest to recover the God-King's ancient weapon, no matter the cost.

In the darkness of the Age of Chaos, and Sigmar's retreat beyond the gates of Azyr, his mighty hammer Ghal Maraz was lost. For an age its whereabouts remained unknown, until now.

The Celestial Vindicators had launched a disastrous strike against the Eldritch Fortress in the ruins of Elixia, suffering heavy casualties but bringing the knowledge of Ghal Maraz's location to their God-King at their subsequent reforging. Descending into the Hanging Valleys of Anvrok, the Stormcast Eternals came now to reclaim Sigmar's weapon. At their head rode Vandus Hammerhand, his Hammers of Sigmar one of many Stormhosts gathered for the war to come.

Through the shattered city of Elixia the Stormcasts fought. Its ancient walls and cold forges echoed to the sound of battle as the forces of Chaos tried to destroy the Stormcast Eternals, but on the champions of Sigmar came.

Though the Stormcasts won the battle for the city, they were outwitted by the Eldritch Fortress' master, Ephryx, Ninth Disciple of Tzeentch – for the cunning sorcerer relocated the bastion before Sigmar's warriors could reach its walls. Vandus cursed his foe's cowardice, but pressed on, determined to reach his prize. With the aid of Elixia's ghostly mistress, Celemnis, the Stormcast Eternals were guided to the Argent Falls.

Using a Dragonfate Dais, they sought the aid of Dracothion, who battled the corrupted stardrake Argentine in the heavens, robbing the Argent Falls of the vast beast's breath and causing the liquid metal to solidify temporarily.

The Stormcasts climbed the falls on a ladder of gleaming swords, their goal high above Anvrok in the heart of its Great Crucible. Scores of Stormcasts fell as screeching daemons swooped down to stop them, yet still Vandus climbed toward his prize. Then, at last, the Stormcasts reached the Silver Sea atop the falls and beheld the Eldritch Fortress hovering at its centre – soon they would reclaim blessed Ghal Maraz for the God-King.

LORD-CELESTANT VANDUS HAMMERHAND

Vandus Hammerhand is a shining instrument of Sigmar's will within the realms. His tale is that of an exemplar of the Stormcast Eternals – he was a mighty mortal champion whose people were butchered by the reckless hatred of the Chaos hordes, gifted with the chance for vengeance through his Reforging. It is an opportunity Vandus has put to good use. Elevated to command a chamber of the Hammers of Sigmar, Vandus' exploits across the realms have quickly become the stuff of legend.

And yet, every victory Vandus wins does little to slake his thirst for revenge against the forces that destroyed his tribe, the Direbrands, and laid waste to the lands he once called home. Though the crackling light of Sigmar now surges through his veins, his loss is a wound that stubbornly refuses to heal. As a result, Vandus drives his warriors relentlessly against the foe, for there can be no remorse or pity in the war against the Dark Gods – only total victory.

Ringed by ancient battlements, the Eldritch Fortress was a complex web of defences rising up from the now solid ocean of silver. Atop the outer defences were the Chaos Warriors and war machines of Vexos Thrond, once ruler of all Anvrok, now reduced to a mere pawn in Tzeentch's plans. Thrond unleashed his forces to push the Stormcast Eternals back.

The Stormcast Eternals fought their way across the Silver Sea as it began to turn back into a deadly liquid. Hastening to reach the web of walkways that connected Thrond's keeps, Liberators hurled back Chaos Warriors even as they were in turn struck down. Retributors led blistering spearhead attacks, and yard by yard their foes retreated.

Then, Thrond sent forth his Gorebeast Chariots, and the heavy-framed war machines proved deadly on the walkways. Liberators vanished in columns of light as they were struck down by wheel-scythes. In the wake of the chariots, Chaos Warriors surged from their strongholds in an effort to drive the Stormcasts back from the battlements' gates.

Yet Vandus and his brothers were driven by a greater power, and sensing that beyond the walls of Thrond's keep lay the hammer of the God-King, they fought with a terrifying vigour. Prosecutors on blazing wings struck the chariots from their flanks, while Judicators hammered them with crackling crossbow bolts, picking off their crews and slaying their steeds.

Soon, the Stormcasts had reached the keep, and their hammer blows shook the foundations of Thrond's stronghold – yet it was not he they sought. Even as Vandus sent his warriors forth to break down Thrond's walls, he knew their timing had to be perfect.

High overhead the Alchemist's Moon waxed full, casting its transmuting powers across the realm. As it neared its apex, Vandus saw the Silver Sea begin to harden once more. With a final mighty roar, the Stormcasts brought down Thrond's bastion, and the great fort toppled into the ocean of liquid metal. The towering wave created by the force of that collapse crashed into the Eldritch Fortress and in that moment solidified, preventing the fortress from escaping.

Within the Eldritch Fortress, Ephryx howled in rage. His mighty bastion was held fast by the solidified wave of silver and the foe were breaching its defences. At that moment, the shadows behind Ephryx shifted, and the sorcerer's duplicitous ally made himself known.

His two heads babbling in dark tongues, Kairos Fateweaver wove spells about the fortress, unwilling to see his plots come undone at the hands of Sigmar's warriors. Daemons poured from the gate he opened high above, spilling down upon the battle. Vandus and his brothers now fought not just mortal adversaries but a rising tide of the Dark Gods' own foot soldiers.

And yet the Fateweaver was not done with his meddling. From the metallic depths, Kairos summoned an ancient Arcanabulum, its colossal workings and clanking gears taking shape within the hardened surface of the sea. As the daemon did so, he took control of Ephryx, easily dominating his minion's mind. Harnessing the structure's power, the sorcerer began to force the Alchemist's Moon back along its path, seeking to free the fortress so it might rise up through the gateway above and into the Realm of Chaos.

Seeing the daemon's plan unfolding, Vandus and his remaining Stormcasts made for the keep. At that moment, Korghos Khul, master of the Goretide, emerged. Drawn by Ephryx's promise of revenge against Vandus, the Mighty Lord of Khorne's army spilled out across the battlements and bridges. Now, the Stormcast Eternals were surrounded by three Chaos armies: the daemons, Tzeentch's mortal servants and Khorne's Bloodbound.

Vandus and the Hammers of Sigmar fought upon the shimmering fortress walls high above the silver crucible. Liberators and Blood Warriors traded bone-shattering blows, while in the air above lightning-wreathed Prosecutors duelled with scintillating Screamers. When the Stormcast Eternals fell they were drawn back to Azyr in blurs of light, while for the minions of Chaos the long plummet into the shining ocean of metal below promised only certain doom.

As the battle began to turn against the Stormcasts, Khul sought out Vandus. Bulling his way forward, the Lord of Khorne seethed at memories of their last duel at the Igneous Delta. Brutal axe-blade and gleaming hammer clashed as the two fought, even as the Bloodbound grew in number and fury, drawn to the unfolding slaughter.

On the edge of great glittering walls above a silver sea, Khul and Vandus battled as the Stormcast Eternals' assault teetered on the brink of defeat. Only the arrival of Lord Thrond freed Vandus from his foe, as Khul turned on the other Chaos Lord for daring to try to steal his prize.

Then, with a deafening crack of thunder, Ionus Cryptborn and a fresh host of Hammers of Sigmar descended from Azyr. The shock wave caused by their sudden arrival scattered the Bloodbound, and Vandus rejoiced to see his brother Stormcast. Together, the two warriors repelled the Bloodbound.

Restored and reinvigorated by the arrival of Ionus, the Hammers of Sigmar pressed on into the Eldritch Fortress. Daemons and corrupt mortals closed in on all sides as they struck deep into the fortress, but nothing could halt their passage, and finally the inner keep was breached.

Ghal Maraz is the mighty hammer of the God-King Sigmar.

At last Vandus beheld his prize, the hammer of Sigmar over which the mighty fortress had been raised. Arrayed around the artefact, Greater Daemons of Tzeentch swayed and chanted, seeking to turn the power of the hammer to their fell purpose.

Without pause, the Hammers of Sigmar attacked. Towering daemons and shining sigmarite-clad heroes fought by the brilliant golden light of Ghal Maraz, while from the shadows, Kairos Fateweaver worked his fell sorceries.

In the end, it was Ephryx's treachery that turned the tide, the sorcerer shaking off his master's domination and striking him down from behind, allowing Vandus his chance. As the Lord-Celestant closed his fingers on the hammer, its ancient power was awoken, and the keep was engulfed in pure light. Daemons melted before its fury, even as the Stormcasts roared in triumph – Sigmar's hammer had been recovered.

BATTLEPLAN

QUEST'S END

The war for Sigmar's hammer, Ghal Maraz, was an epic struggle between the Stormcast Eternals and the forces of Chaos that ended with the breaching of the Eldritch Fortress. This battleplan lets you fight this climactic battle, taking the role of Vandus Hammerhand in his last push for victory, or the devious Ephryx in his mighty bastion.

Of course, the rules presented here could equally be used to represent any two forces battling for a relic of ages long lost – legions of undead surging up from the depths of Shyish to seize a cursed staff from an aelven fortress, or a host of seraphon descending from the stars to reclaim artefacts of the world-that-was from an ogor stronghold.

THE ARMIES

Each player picks an army, and then must decide who will be the questor and who will be the guardian. If one player has at least a third more models than their opponent, then they must be the guardian. Otherwise, each player rolls a dice, and whoever rolls higher picks who is the questor and who is the guardian.

The general of each army has a unique command ability, shown below, in addition to any others they have.

QUESTOR'S OBJECTIVES

You have battled through hordes of enemies, brought low tyrants and overcome challenges beyond number. At last, your quest is almost at an end. You have reached the enemy's fortress; all that remains is to fight past its defenders and face the lord of this fell keep. Then, and only then, will the precious relic be within your reach. You are weary, but you have risked too much to fail at this vital stage. Press on, and claim that which is yours by right!

GUARDIAN'S OBJECTIVES

When you seized your enemy's precious artefact and sequestered it within your mighty keep, you were sure that he would never dare to try and claim it. It appears you underestimated your foe. Despite the countless obstacles you have strewn in his path, he now stands before your walls, crying his vengeance to the heavens. Still, all is not lost. His force has been ground down by endless battle, while your hold is replete with devoted warriors ready to defend their lord. Let your enemy come, and let him feel the anguish of defeat so close to his goal.

QUESTOR'S COMMAND ABILITY

Stop At Nothing: As long as their lord stands, your warriors will fight through any injury. If your general uses this ability, then until your next hero phase roll a dice whenever your general or any friendly model within 12" of him suffers a wound, even a mortal wound. If the result is 6 or higher, the wound is ignored. Add 2 to the result if you are rolling for your general.

GUARDIAN'S COMMAND ABILITY

Overwhelming Odds: Your general can call innumerable forces to join the battle. If he uses this ability, roll a dice. If the result is 4 or higher, set up a new unit so that all its models are within 6" of any edge of the battlefield and not within 9" of any enemy models. This unit is added to your army as reinforcements, but cannot move in the movement phase of this turn.

THE BATTLEFIELD

This battle takes place around the guardian's fortress. The area around the fortress lies at the edge of a great plateau, dotted with blasted copses and the scarred remains of ancient edifices.

The fortress is ideally represented by an Infernal Realmfort. You can generate the remaining scenery for this battle as described on the *Warhammer: Age of Sigmar* rules sheet, or use the example scenery shown on the map below.

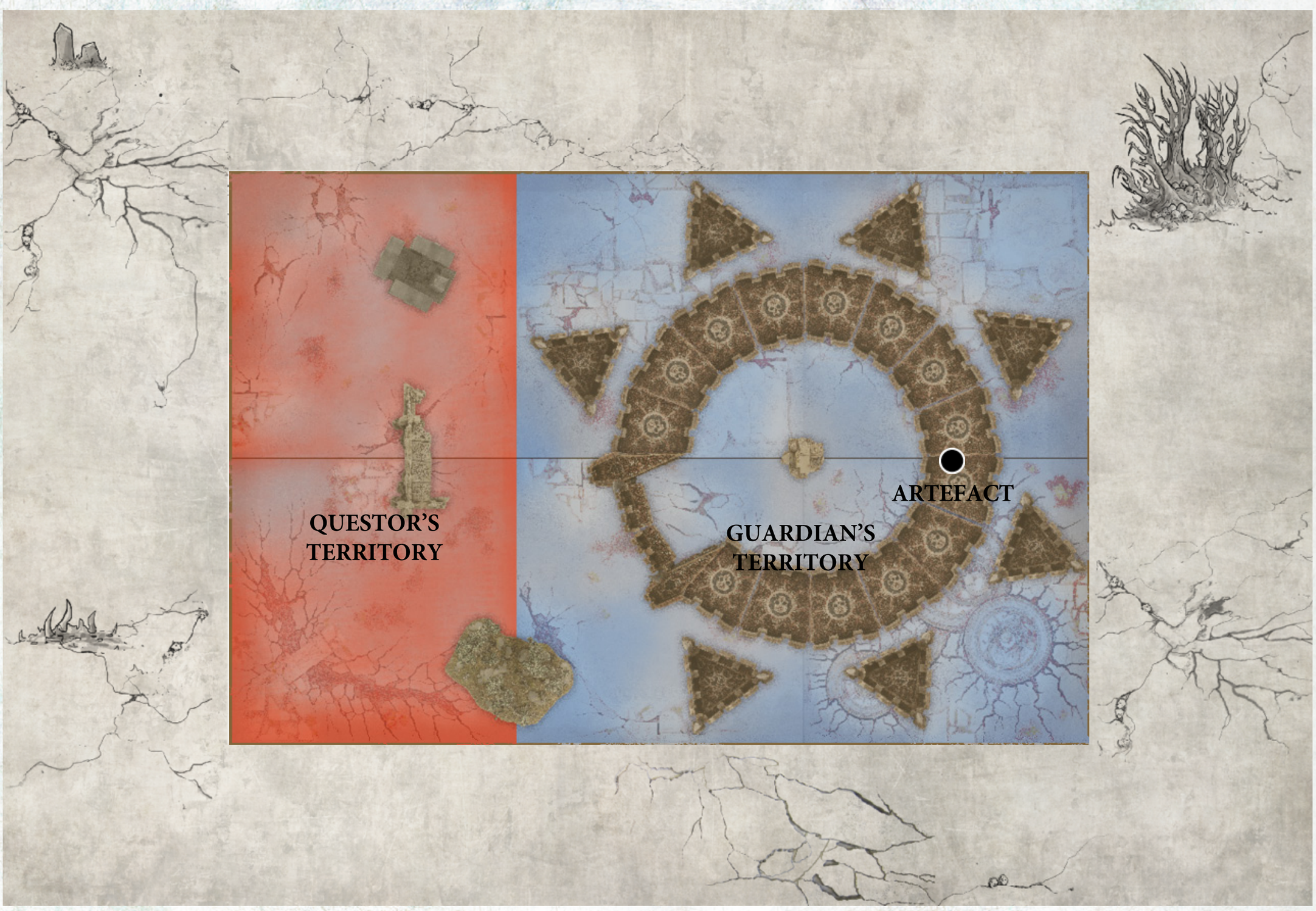
SET-UP

Do not use the set-up instructions on the *Warhammer: Age of Sigmar* rules sheet. Instead, the questor divides their army into three forces, with as close to an even number of units in each as possible. They set up the force that contains their general within their territory – the other two forces are reserves and will arrive as reinforcements later. The guardian then sets up their army anywhere within their territory. Models that are not set up on or within the fortress must be at least 12" from the enemy.

THE ARTEFACT

After both sides have set up, the guardian player places the marker or dice representing the artefact anywhere within the fortress.

There is a magical barrier around the artefact, extending 12" from it. Models from the questor's army can never be set up within this barrier, and units cannot see or charge through it. Roll a dice at the end of the movement phase if any models from the questor's army moved through it. If the result is 4 or higher, the barrier vanishes.



FIRST TURN

The questor chooses who takes the first turn in the first battle round.

FULFIL MY DESTINY...

Once during the battle, if the questor's general is slain, the questor can pick a friendly **HERO** within 12" to be his successor and claim the artefact in his stead (see Claiming the Prize, next).

CLAIMING THE PRIZE

If the questor's general or his successor ends his battleshock phase within ½" of the artefact, and not within ½" of any enemy models, he claims the artefact.

QUESTOR'S RESERVES

Each battle round there is a chance that one or both of the questor's reserve forces will arrive. For each one, roll a dice at the start of the questor's hero phase and add the number of the battle round. If the result is 7 or higher the force arrives, delivered straight into the fray by cunning or sorcery.

The questor can set up each unit that arrives anywhere on the battlefield that is more than 9" from the enemy. Those units cannot move in the movement phase of this turn.

VICTORY

Do not use the victory conditions on the *Warhammer: Age of Sigmar* rules sheet. Instead, the battle continues until the artefact is claimed, at which point the questor wins a **major victory** if his general claimed it or a **minor victory** if his successor claimed it. If the questor's successor is slain, or if the questor's general is slain and there is no **HERO** close enough to be named as his successor, the battle ends and the guardian wins a **major victory**.

HINTS & TIPS

This is not an easy battle for the questor to win, and neither should it be – this battleplan represents the end of a long quest, and the longer the odds, the sweeter victory will be! The guardian certainly starts with the upper hand, but must not be complacent. The questor's general will be very hard to kill thanks to the Stop At Nothing command ability, and even if he dies the questor can still claim a minor victory with his successor, so make sure you form a tight defence around the artefact. As the questor, it is vital that you always keep another **HERO** close to your general – if he dies and has no successor, you cannot win!

Citadels of Chaos

ELDRITCH ARCHITECTURE

SCENERY WARSCROLLS

Innumerable sites of power can be found all across the realms, from mysterious ruins that twist the very laws of nature, to monstrous citadels that spew forth torrents of corruption. To reflect this, every scenery piece has a warscroll that describes the powerful effects it has on nearby armies.

Every scenery model in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer: Age of Sigmar*. This means that you can use any Citadel scenery models in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the scenery models you are using. Warscrolls for all of the other models in the *Warhammer: Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the *Warhammer: Age of Sigmar* rules sheet explains how this information is used in a game. The warscroll also includes a picture of the scenery piece that the warscroll describes, and a short piece of text explaining the background for the model.

WARSCROLL

1 SKULL KEEP

Raised to the glory of the Dark Gods, a Skull Keep's skull-studded walls and brass-bound crenellations tower over the battlefield. From behind its formidable ramparts a defender can rain death upon their foes. Those who dare can call upon the favour of gods themselves to loose the tower's fell might, unleashing torrents of blood and blazing beams of death.

2 DESCRIPTION

A Skull Keep is a scenery piece consisting of a single model. Warriors can shelter behind its walls and upon its battlements, while brave priests and powerful heroes can unleash the power of the dread gargoyles on the corners of the building. Any army standard unfurled upon the keep's battlements can be seen far and wide, bolstering troops that are nearby and intimidating the foe.

3 SCENERY RULES

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

Dominant: If a model from your army with the TOTEM keyword is garrisoning this building, then the ranges of any abilities that it has are doubled.

Dread Gargoyles: If your general or a PRIEST from your army is garrisoning this building in your hero phase, you can unleash the power of the building's dread gargoyles.

If you do so, roll a dice and refer to the table, right, to see what happens. Unless noted otherwise, the result lasts until the start of your next hero phase, and does not apply to units garrisoning the Skull Keep.

Roll	Effect
1	**Smote by the Gods:** Roll the dice again. On a roll of 2-6 this model's Dread Gargoyles ability cannot be used for the rest of the battle. On a roll of 1 the model that unleashed the power of the gargoyles is smote by the gods. A CHAOS model is transformed into a CHAOS SPAWN for the rest of the battle (if no CHAOS SPAWN model is available, the model is slain instead). Any other model is blasted to ash and slain.
2	**Terrifying Screams:** Each unit (friend or foe) that is within 12" of the Skull Keep must immediately take a battleshock test. CHAOS units are not affected by these screams.
3	**Torrent of Blood:** Any unit (friend or foe) that ends its movement phase outside the Skull Keep but within 3" of it suffers D3 mortal wounds.
4	**Vorpal Barrier:** Enemy units cannot attack units occupying the Skull Keep or its battlements.
5	**Ruby Rays of Death:** Pick one enemy unit within 18" of the Skull Keep, and which is visible from one of the gargoyles on the corners of the tower. The unit you pick suffers D6 mortal wounds.
6	**Blessed:** Pick the result of your choice.

Garrisons: A unit can garrison a Skull Keep 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 Skull Keep 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 Skull Keep. 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: Only models garrisoning a Skull Keep 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!

4 KEYWORDS: SCENERY, DREADHOLD, BUILDING, SKULL KEEP

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.

SKULL KEEP

Raised to the glory of the Dark Gods, a Skull Keep's skull-studded walls and brass-bound crenellations tower over the battlefield. From behind its formidable ramparts a defender can rain death upon their foes. Those who dare can call upon the favour of gods themselves to loose the tower's fell might, unleashing torrents of blood and blazing beams of death.

DESCRIPTION

A Skull Keep is a scenery piece consisting of a single model. Warriors can shelter behind its walls and upon its battlements, while brave priests and powerful heroes can unleash the power of the dread gargoyles on the corners of the building. Any army standard unfurled upon the keep's battlements can be seen far and wide, bolstering troops that are nearby and intimidating the foe.

SCENERY RULES

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

Dominant: If a model from your army with the **TOTEM** keyword is garrisoning this building, then the ranges of any abilities that it has are doubled.

Dread Gargoyles: If your general or a **PRIEST** from your army is garrisoning this building in your hero phase, you can unleash the power of the building's dread gargoyles.

If you do so, roll a dice and refer to the table, right, to see what happens. Unless noted otherwise, the result lasts until the start of your next hero phase, and does not apply to units garrisoning the Skull Keep.

Roll	Effect
1	**Smote by the Gods:** Roll the dice again. On a roll of 2-6 this model's Dread Gargoyles ability cannot be used for the rest of the battle. On a roll of 1 the model that unleashed the power of the gargoyles is smote by the gods. A **CHAOS** model is transformed into a **CHAOS SPAWN** for the rest of the battle (if no **CHAOS SPAWN** model is available, the model is slain instead). Any other model is blasted to ash and slain.
2	**Terrifying Screams:** Each unit (friend or foe) that is within 12" of the Skull Keep must immediately take a battleshock test. **CHAOS** units are not affected by these screams.
3	**Torrent of Blood:** Any unit (friend or foe) that ends its movement phase outside the Skull Keep but within 3" of it suffers D3 mortal wounds.
4	**Vorpal Barrier:** Enemy units cannot attack units occupying the Skull Keep or its battlements.
5	**Ruby Rays of Death:** Pick one enemy unit within 18" of the Skull Keep, and which is visible from one of the gargoyles on the corners of the tower. The unit you pick suffers D6 mortal wounds.
6	**Blessed:** Pick the result of your choice.

Garrisons: A unit can garrison a Skull Keep 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 Skull Keep 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 Skull Keep. 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: Only models garrisoning a Skull Keep 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!

KEYWORDS **SCENERY, DREADHOLD, BUILDING, SKULL KEEP**

OVERLORD BASTION

The Overlord Bastions are grim reminders of the dominion of the Chaos Gods. Atop their ramparts soldiers are all but immune to assaults, shielded by high walls and heavy stone. There is dark power woven into every one of these foreboding strongholds, that priests and wizards might call upon to terrorize their foes with storms of blades and rains of blood.

DESCRIPTION

An Overlord Bastion is a piece of scenery consisting of a single model. Its thick walls and lofty battlements enable warriors to strike at their enemies with impunity, and priests can call on the power of the dread gargoyles on the bastion's high tower. The keep's battlements provide an ideal vantage for standard bearers and demagogues, and magical energy gathers at the lower battlements to empower fell sorceries.

SCENERY RULES

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

Dominant: If a model from your army with the **TOTEM** keyword is garrisoning this building, then the ranges of any abilities that it has are doubled.

Locus of Fell Energy: The Bastion crackles with the power of raw magic. You can add 1 to casting and unbinding rolls for **WIZARDS** garrisoning an Overlord Bastion, and add 6" to the range of any spell they cast.

Dread Gargoyles: If your general or a **PRIEST** from your army is garrisoning this building in your hero phase, you can unleash the power of the building's dread gargoyles.

If you do so, roll a dice and refer to the table, right, to see what happens. Unless noted otherwise, the result lasts until the start of your next hero phase, and does not apply to units garrisoning the Bastion.

Roll	Effect
1	**Smote by the Gods:** Roll the dice again. On a roll of 2-6 this model's Dread Gargoyles ability cannot be used for the rest of the battle. On a roll of 1 the model that unleashed the power of the gargoyles is smote by the gods. A **CHAOS** model is transformed into a **CHAOS SPAWN** for the rest of the battle (if no **CHAOS SPAWN** model is available, the model is slain instead). Any other model is blasted to ash and slain.
2	**Terrifying Screams:** Each unit (friend or foe) that is within 12" of this building must immediately take a battleshock test. **CHAOS** units are not affected by these screams.
3	**Torrent of Blood:** Any unit (friend or foe) that ends its movement phase outside the tower but within 3" of it suffers D3 mortal wounds.
4	**Vorpal Barrier:** Enemy units cannot attack units occupying the tower or its battlements.
5	**Ruby Rays of Death:** Pick one enemy unit within 18" of this building, and which is visible from one of the gargoyles on the corners of the tower. The unit you pick suffers D6 mortal wounds.
6	**Blessed:** Pick the result of your choice.

Garrisons: A unit can garrison an Overlord Bastion 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 Bastion 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 an Overlord Bastion. 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: Only models garrisoning an Overlord Bastion 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!

KEYWORDS **SCENERY, DREADHOLD, BUILDING, OVERLORD BASTION**

MALEFIC GATE

Massive iron-bound Malefic Gates defend the bastions of the Dark Gods. Tall, sturdy, and all but impregnable, they require epic feats of strength to heave open or grind closed. Snapping skulls and razor-sharp blades ring the gates, promising death to any who try and scale their heights or batter their way through to the defenders beyond.

DESCRIPTION

A Malefic Gate is a piece of scenery consisting of a single model. Its high walls provide a refuge for any troops that occupy them and bladed ramparts from which warriors can rain death upon foes below. The massive gates can be swung open to allow warriors to rush out against the enemy, or closed tight shut to keep those behind them safe from attack. Only the strongest monsters or the most powerful wizards can hope to break down a well-defended Malefic Gate. The gates can be further bolstered with blessed sigils to provide sheltering troops with magical as well as physical protection, and many Malefic Gates are adorned with hideous screaming gargoyles, which give warning of an enemy attack and strike terror into the hearts of the foe.

SCENERY RULES

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

Man the Gates!: You can attempt to open or close the gates in your hero phase. In order to do so you must have either one **MONSTER** or five other models within 3" of the gates. If there are no enemy models within 3" of the gates, they open or close.

Models behind (i.e. defending) a closed Malefic Gate can always open it if they have enough models within 3", regardless of the presence of enemy models in front of the gate. Otherwise, if there are enemy models within 3" of the gates, both players must roll a dice. Each player then adds 1 to their roll for each **MONSTER** and for every five other models they have within 3" of the gates. If your result is at least twice that of your opponent's, you can open or close the gates and any models that would block them from opening or closing to their full extent are crushed by their massive bulk and slain.

WIZARDS within 12" of a Malefic Gate know the Arcane Blast spell in addition to any other spells that they know.

ARCANE BLAST

With a gesture the caster unleashes a sorcerous blast that hammers at the gates with the strength of a score of men. Arcane Blast has a casting value of 5. If successfully cast, you can immediately attempt to open or close a Malefic Gate within 12", as described in the Man the Gates! ability, as if an additional 20 friendly models were within 3" of the gates.

Blessed Sigils: If a **PRIEST** is within 3" of a closed Malefic Gate in its hero phase, it can carve blessed sigils of protection across it. To do so roll a dice; on a 1 his ministrations anger the spirits residing within the gates and he suffers a mortal wound. On a 2 or more the sigils are successfully carved and the gates protected. Whilst protected with blessed sigils, roll a dice whenever an enemy **WIZARD** successfully casts a spell within 12" of the Malefic Gate, before resolving that spell's effect(s). On a 4 or more the sigils burn bright with power and the caster suffers D3 mortal wounds (if the **WIZARD** is killed, his spell is immediately unbound). The next time the Malefic Gate is opened the blessed sigils are broken and will cease to protect it.

Walls of Death: Roll a dice for each model that starts its move outside a Malefic Gate and finishes its move on its walls within 3" of an enemy model. On a roll of 1, the model is slain as it attempts to scale the walls. Models that can fly and **MONSTERS** do not have to take this test.

Screaming Gargoyles: If the only models within 3" of a Malefic Gate in your hero phase are from your army, you can unleash the power of any Screaming Gargoyles that adorn its walls. If you do so, enemy units that are within 12" of any of the gate's Screaming Gargoyles must take a battleshock test. In addition, any of your units within 12" of any of the Screaming Gargoyles in the movement phase of that turn can run, and still shoot or charge in the same turn.

KEYWORDS SCENERY, DREADHOLD, MALEFIC GATE

FORTRESS WALL

Towering walls charged with baleful sorceries cast ominous shadows over any who dare besiege the fortresses of Chaos. From their ramparts, fell champions hurl curses at their weakling foes, while blasts of raw magic obliterate would-be trespassers at the whim of tyrannical castellans.

DESCRIPTION

A Fortress Wall is a piece of scenery consisting of a single model. It provides refuge for any troops that occupy it, and allows them to rain death upon foes below. Fortress Walls are further enhanced with trespasser wards, which hurl lethal bolts of energy at enemies who approach too close to the wall, or attempt to fly over it.

SCENERY RULES

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

Defiant Proclamation: If a **HERO** from your army is on a Fortress Wall in your hero phase, he can make a defiant proclamation, belittling the honour, martial prowess or ancestors of the foe. If he does so, select a unit and roll two dice. If it is within that many inches of your **HERO**, the unit is goaded and becomes enraged by the insults. Whilst it is enraged, your opponent must subtract 1 from the unit's hit rolls unless the target is the **HERO** that made the defiant proclamation. The unit remains enraged until your next hero phase or until the **HERO** who goaded them is slain.

Trespasser Wards: Roll a dice if an enemy unit flies over, or finishes its movement phase, within 3" of a Fortress Wall that has only models from your army on it. If the roll is less than or equal to the number of models in the enemy unit, bolts of destructive magical energy leap forth and inflict D3 mortal wounds upon it.

Walls of Death: Roll a dice for each model that starts its move outside a Fortress Wall, and finishes its move on the wall within 3" of an enemy model. On a roll of 1, the model is slain as it attempts to scale the walls. Models that can fly and **MONSTERS** do not have to take this test.

KEYWORDS	SCENERY, DREADHOLD, FORTRESS WALL

WARSCROLL BATTALIONS

In the realms, fell bastions and arcane ruins often form vast landscapes of their own. The powerful energies that gather around such places can be harnessed by those who possess sufficient might.

If you wish, you can organise several scenery models into a warscroll battalion. Doing so will give the models additional scenery rules that have powerful effects on units battling around or upon them. The information needed to use these strange and perilous landscapes in your battles can be found on warscroll battalion sheets.

On the following pages you will find a selection of warscroll battalions that use the Citadel Miniatures from the *Warhammer: Age of Sigmar* range of scenery. Each warscroll battalion lists the scenery models that make it up, and any additional scenery rules that apply to it.

BATTALION SET-UP

When you are setting up the scenery for a battle, you can set up all of the models in a scenery warscroll battalion as a single terrain feature. If you do so, the models must be set up so that they match the set-up diagram you will find on the warscroll.

1. **Title:** The name of the warscroll battalion and a short overview of the background for it.

2. **Organisation:** This section lists the scenery models that make up the warscroll battalion, and any other restrictions that may apply to the models that you can include.

3. **Set-up Diagram:** Each warscroll battalion includes a small set-up diagram that shows you how to set up its scenery models.

4. **Scenery Rules:** Every warscroll battalion includes one or more scenery rules that can be used for some or all of its models. The scenery rules listed for a warscroll battalion only apply to the models that make it up, even if there are other scenery models of the same type on the battlefield. These rules are in addition to the scenery rules listed on the warscrolls for the individual pieces of scenery.

SKULLCOVEN FORGE

Clusters of Skull Keeps channel the power of the gods and the magic of the realms. Covens of sorcerers and priests can work their spells and prayers from their battlements, bringing death to their foes.

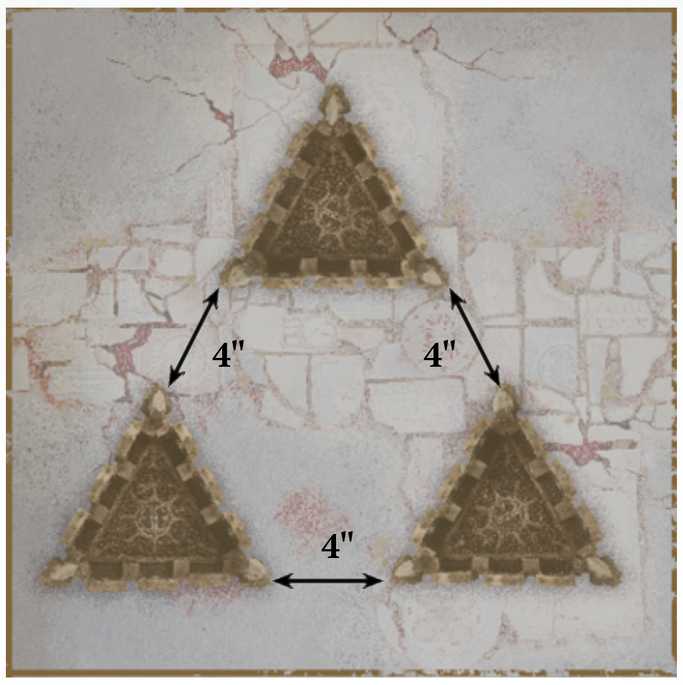
ORGANISATION

A Skullcoven Forge consists of the following pieces of scenery:

- 3 Skull Keeps

SET-UP

The diagram below shows how to set up a Skullcoven Forge. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.



SCENERY RULES

Sorcerous Coven: If there is a **WIZARD** from your army in each Skull Keep of a Skullcoven Forge in your hero phase, then they can perform the Ritual of the Annihilator. If they do so, they cannot cast spells in the same turn.

To perform the Ritual of the Annihilator, roll a dice, and place it at the centre point between the three Skull Keeps. Then move the dice in a straight line a number of feet equal to the roll. The line must pass between two of the Skull Keeps (it cannot cross over any of them). Each enemy unit that the dice moves into or through suffers D6 mortal wounds.

Cult Coven: If there is a **PRIEST** from your army in each Skull Keep of a Skullcoven Forge in your hero phase, then they can perform the Ritual of Shielding. If they do so, they cannot pray in the same turn.

To perform the Ritual of Shielding, roll a dice, and place it at the centre point between the three Skull Keeps – this marks the centre of the shield. The radius of the shield is the dice roll multiplied by six, in inches. For example, a roll of 3 would mean that the shield had a radius of 18". Until your next hero phase, re-roll failed save rolls for any friendly unit that is fully within the area of the shield.

SUMMONER'S HELGATE

Empowered by the ancient magic infusing its walls, a warlord can summon fallen warriors from a Helgate. Conjured back from the beyond, the newly risen warriors charge once more into the fray.

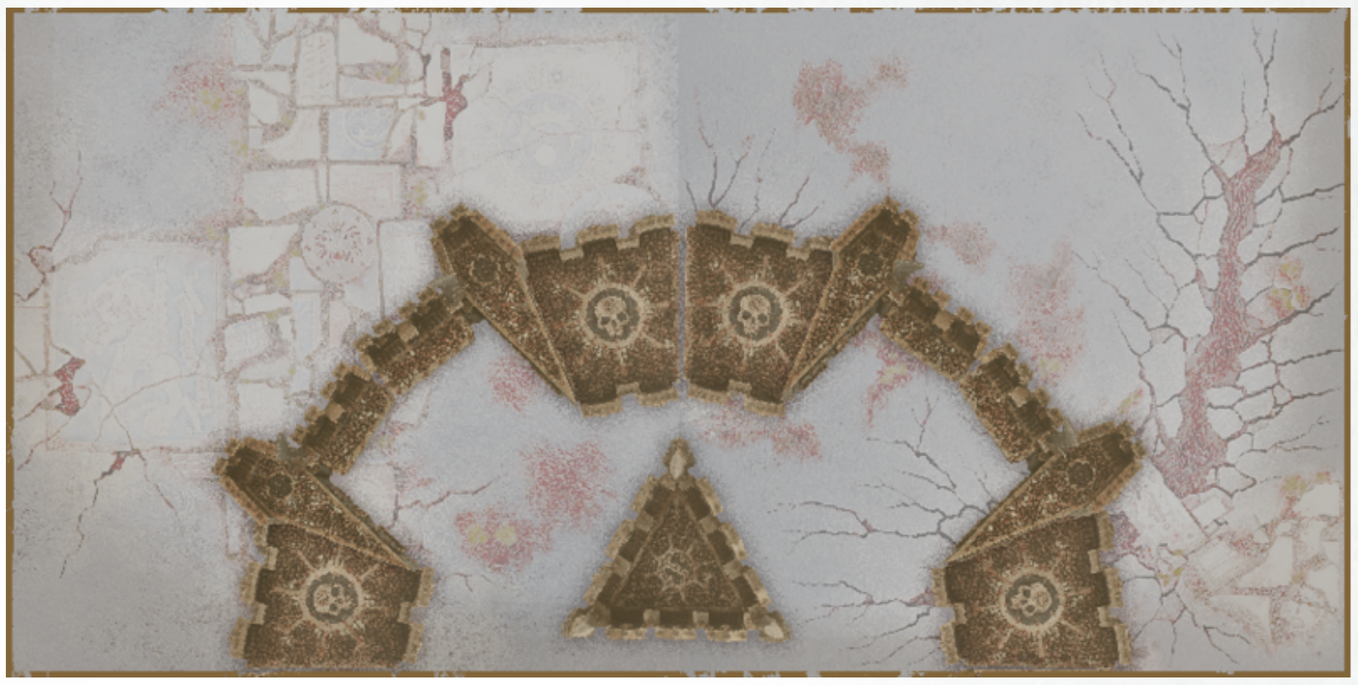
ORGANISATION

A Summoner's Helgate consists of the following pieces of scenery:

- 2 Malefic Gates
- 1 Skull Keep

SET-UP

The diagram below shows how to set up a Summoner's Helgate. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.



SCENERY RULES

Summoner's Call: If a **HERO** from your army is in the Skull Keep of a Summoner's Helgate in your hero phase, he can summon a unit of fallen warriors back to the battle. If he does so, pick a unit from your army that has been wiped out; you can set it up in the courtyard between the Skull Keep and the Malefic Gates, returning it to your army as reinforcements. This counts as that unit's move for the following movement phase.

Suffused with Ancient Power: A Summoner's Helgate is saturated with arcane energy, which can be harnessed by any spellcasters that stand upon its walls. You can double the range of any spells cast by **WIZARDS** garrisoning the Skull Keep or on the Malefic Gates. In addition, the **WIZARD** may attempt to cast an extra Arcane Bolt in your hero phase as well as any other spells.

Sally Forth To Glory: When the gates of a Summoner's Helgate are flung open, the warriors within can surge out suddenly to attack the foe! If either (or both) of the Malefic Gates is opened in your Hero phase, then you can double a unit's Move characteristic or its charge roll as long as it moves out through one of the Malefic Gates.

OCTADIC DREADHOLD

Few bastions of the Dark Gods are as fearsome as an Octadic Dreadhold. From the battlements at its heart, a lord can command potent sorceries or even detonate the Skull Keeps themselves.

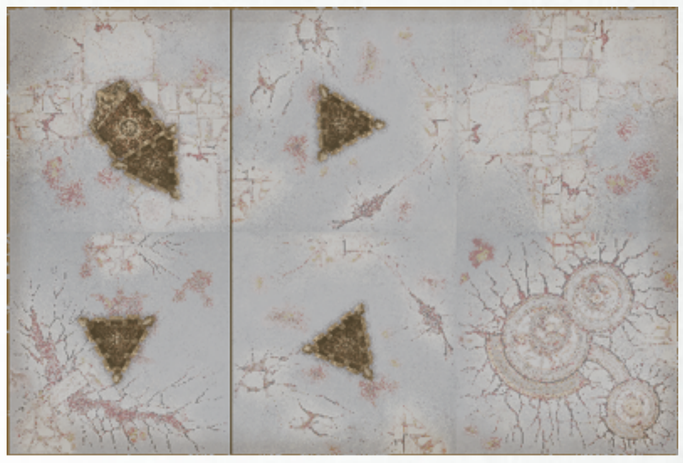
ORGANISATION

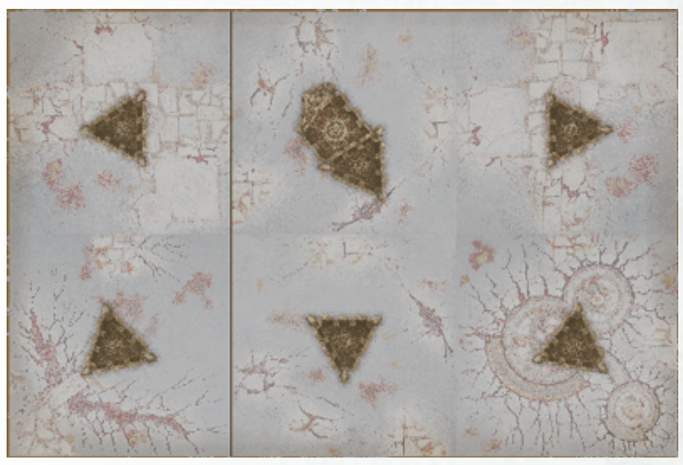
An Octadic Dreadhold consists of the following pieces of scenery:

- 1 Overlord Bastion
- 3, 5, or 8 Skull Keeps

SET-UP

The diagram below shows how to set up an Octadic Dreadhold, depending upon the number of Skull Keeps you have decided to use. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.





SCENERY RULES

The Octomancer's Command: If a **HERO** from your army is in the Overlord Bastion of an Octadic Dreadhold in your hero phase, he can use the Octomancer's Command.

If he does so, pick one of the Skull Keeps; you can pick the result for that keep's Dread Gargoyles, rather than rolling a dice to determine what they do. Furthermore, if you picked either the Torrent of Blood or Ruby Rays of Death results, roll two dice and select the highest score when determining how many mortal wounds are inflicted.

Sigils of Destruction: If a **HERO** from your army is in the Overlord Bastion of an Octadic Dreadhold, then he can activate the Sigils of Destruction. You cannot activate the Sigils of Destruction and use the Octomancer's Command in the same hero phase.

If the hero activates the Sigils of Destruction, pick one of the Skull Keeps; the sigils trigger a massive explosion. Any models that are in the Skull Keep are slain and all other units (friend or foe) within 6" of that Skull Keep suffer D6 mortal wounds. The Skull Keep is wrecked in the explosion and, if possible, removed from the battlefield. If this is not possible, models cannot garrison it for the rest of the battle and its abilities can no longer be used; a wrecked Skull Keep cannot be detonated again.

INFERNAL REALMFORT

An iron cage around a Realmgate, an Infernal Realmfort harnesses the potent magic that links the Mortal Realms. Defenders can turn these energies on any foolish enough to attack their citadel.

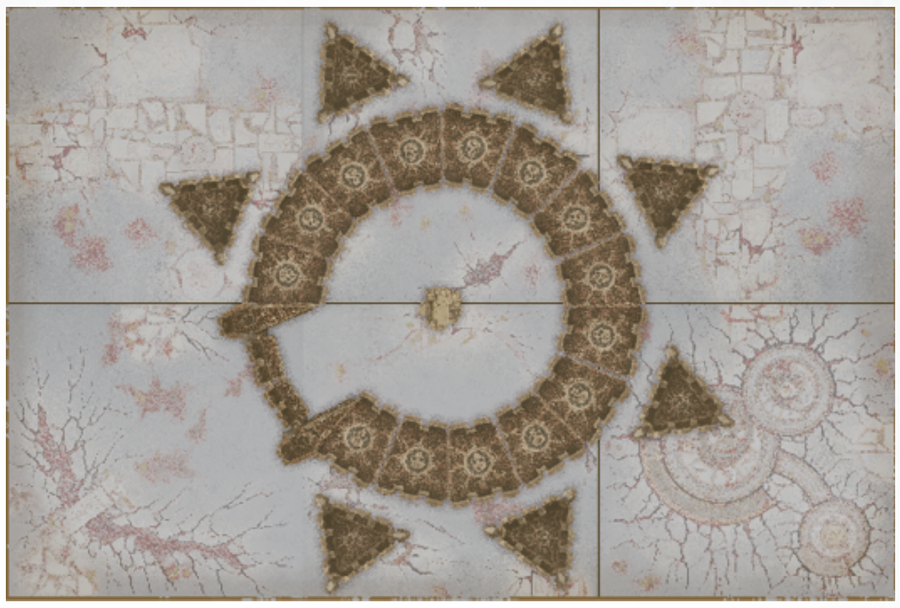
ORGANISATION

An Infernal Realmfort consists of the following pieces of scenery:

- 1 Malefic Gate
- 12 Fortress Walls
- 7 Skull Keeps
- 1 Baleful Realmgate

SET-UP

The diagram below shows how to set up an Infernal Realmfort. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.



SCENERY RULES

Shadow Gates: In your movement phase, units garrisoning a building in an Infernal Realmfort can use shadow gates in their building to move to another building in the Realmfort (unless that building is garrisoned by enemy models). This counts as the unit's move for that movement phase.

Impregnable Fortress: Each Infernal Realmfort is built around a Realmgate with one intention – to hold it, and prevent those outside from accessing it. If your models are garrisoning more of an Infernal Realmfort's Skull Keeps than your opponent's models, you have control of the Baleful Realmgate at its centre. While you control the Realmgate, opposing models cannot travel to this Realmgate.

Murderous Defences: The Skull Keeps surrounding an Infernal Realmfort are filled with an arsenal of deadly projectiles and magical defences, which can be used by the garrison to inflict terrible destruction on an attacking force. Models garrisoning the Skull Keeps of an Infernal Realmfort can activate the Murderous Defences in their shooting phase. Roll a dice for each model that does so. On a roll of a 6, you inflict 1 mortal wound on an enemy unit within 6" of that model's building.

IRONSKULL BASTION

Ironskull Bastions are gore-drenched outposts of the Dark Gods. From their walls screaming gargoyles fill the air with chilling wails, driving warriors mad with bloodlust until they turn upon friend and foe alike.

ORGANISATION

An Ironskull Bastion consists of the following pieces of scenery:

- 2 Skull Keeps
- 2 Fortress Walls

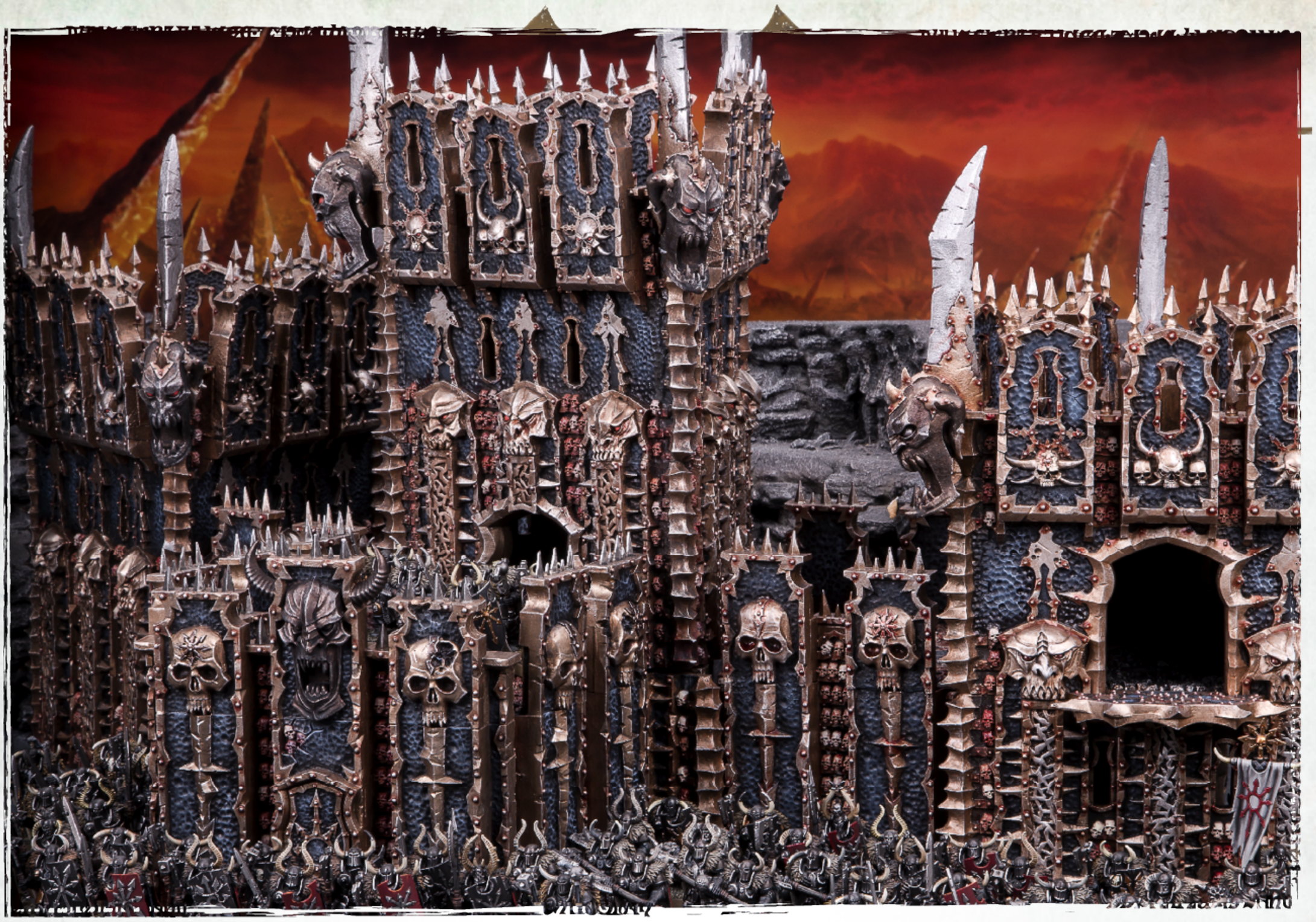
SET-UP

The diagram to the right shows how to set up an Ironskull Bastion. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.

SCENERY RULES

Maddening Screams: To hear the screams of an Ironskull Bastion's gargoyles is to experience an overwhelming blood-madness. If a unit from your army is garrisoning one of the Skull Keeps in your hero phase, you can command its fell carvings to release maddening screams. If you do so, pick an enemy unit within 12", and roll two dice. If the result is higher than the unit's Bravery, pick one of the unit's models; that model immediately attacks its own unit as if it were the combat phase.

Crossfire: The many kill-slits and loopholes throughout an Ironskull Bastion are carefully positioned to provide overlapping arcs of fire, and any enemies that stray too close will be cut down in short order. In your shooting phase, if you have garrisoned both Skull Keeps with units that are armed with missile weapons, you can pick an enemy unit that is in range of both and declare it to be the target of a crossfire. All models in each unit must fire at the target unit, but you can re-roll failed wound rolls for their attacks.



DIRESTONE REDOUBT

Raised with fell sorcery, the walls of the Direstone Redoubt can seal themselves against assault, closing around those within and shielding them from attack. Foes too must be wary, for those that stray too close are swallowed whole.

ORGANISATION

A Direstone Redoubt consists of the following pieces of scenery:

- 1 Overlord Bastion
- 2 Skull Keeps
- 2 Fortress Walls

SET-UP

The diagram to the right shows how to set up a Direstone Redoubt. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.

SCENERY RULES

Living Stone: The sentient stone of a Direstone Redoubt is capable of sealing itself against intruders. If you are garrisoning all three buildings that make up a Direstone Redoubt in your hero phase, you can command its walls to seal; if you do so, then until your next hero phase no models can enter or leave any of the buildings, but you can re-roll failed save rolls for garrisoning units.

Unholy Appetite: Many a warrior has been devoured by a maw of stone and iron moments after landing a blow upon the living walls of a Direstone Redoubt. If an enemy unit attacks one of your units that is garrisoning a Direstone Redoubt in the combat phase, roll a dice after all of its attacks have been made. If the result is lower than the number of models that attacked, the unit suffers D3 mortal wounds.

MAGEBANE WALL

Stretching from one horizon to the other, a Magebane Wall is proof against both mundane and magical assault. Legend has it that its warding powers stem from the pulped remains of wizards used as mortar for its stones.

ORGANISATION

A Magebane Wall consists of the following pieces of scenery:

- 1 Malefic Gate
- 5 or more Fortress Walls

SET-UP

The diagram to the right shows how to set up a Magebane Wall. Note that it must include enough Fortress Walls to cross from one edge of the battlefield to the opposite edge. When determining the scenery for the battle, a Magebane Wall counts as a single feature in each 2 feet square area it occupies.

SCENERY RULES

Warding Magicks: The Magebane Wall is all but impervious to magical damage, thanks to the warding sigils inscribed into its stone and the dark rituals that went into its construction. If an enemy wizard casts a spell at one of your units that is entirely on a Magebane Wall, or is on the other side of a Magebane Wall, roll a dice. If the result is 2 or higher, the unit is not affected by the spell.

To Trespass is Death: The brazen skulls of the Magebane Wall are spattered with the blood of would-be invaders. If a unit starts a charge move on the ground and ends it on a Magebane Wall, it immediately suffers D3 mortal wounds.

MALEFIC DREADHOLD

Supping from the dark magic coiled around this nexus of baleful power, a wizard can unleash devastating spells upon his foes, while from the Overlord Bastion at its centre a garrison can control the mighty gates that encircle their keep.

ORGANISATION

A Malefic Dreadhold consists of the following pieces of scenery:

- 4 Malefic Gates
- 1 Overlord Bastion

SET-UP

The diagram to the right shows how to set up a Malefic Dreadhold. When determining the scenery for the battle, it counts as a single feature in each 2 feet square area it occupies.

SCENERY RULES

Nexus of Fell Power: Spellcasters can use the fell power of a Dreadhold to strengthen their spells. However, they sacrifice a portion of their life essence to attain such aid. If a **WIZARD** is in or on any of the Malefic Dreadhold's buildings, you may add 1, 2 or 3 to a casting roll made for that model. Choose how much you want to add before rolling the dice. After resolving any effects of the spell, roll a dice for each point you added to the dice roll; for each result of a 1 your **WIZARD** suffers a mortal wound.

The Gatekeeper: At the heart of each Malefic Dreadhold lies a chamber lined with winches, levers and great chains disappearing into the darkness – arcane mechanisms that a champion can use to control the outer gates. While a **HERO** from your army is garrisoning the Overlord Bastion, you can open or close any of the Malefic Gates ringing the Dreadhold in your hero phase, regardless of enemy models near them.

WHAT'S NEXT?

Warhammer: Age of Sigmar is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms, Warhammer: Age of Sigmar offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.

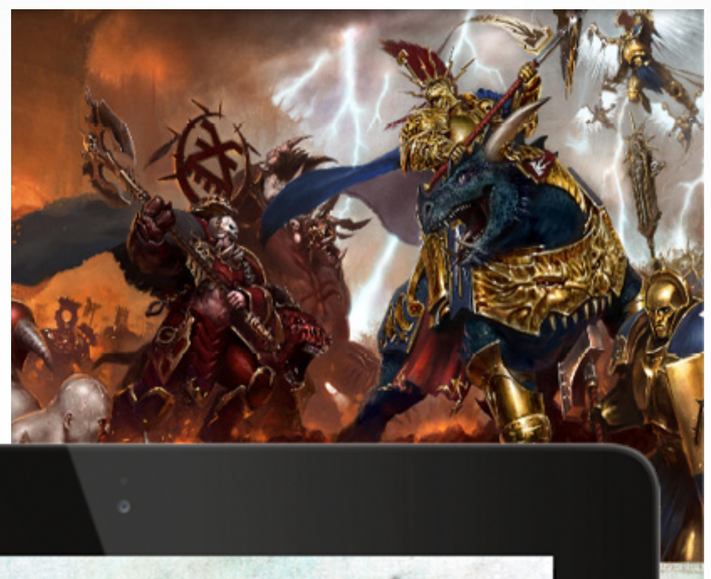
INTO THE REALMS…

They say that every journey begins with a single step, and in the case of Warhammer: Age of Sigmar there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the Warhammer: Age of Sigmar rules and plunge straight into the story of the Age of Sigmar.

Another excellent avenue into Warhammer: Age of Sigmar is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back story of Warhammer: Age of Sigmar, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.

THE REALMGATE WARS

A major feature of Warhammer: Age of Sigmar is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as Warhammer: Age of Sigmar helps you begin this journey, so your copy of The Realmgate Wars: Quest for Ghal Maraz plunges you deeper into this epic tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.



THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the Warhammer: Age of Sigmar collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as War Storm and Ghal Maraz tie directly into the Warhammer: Age of Sigmar narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.

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