



WARHAMMER
AGE OF SIGMAR
EFENGIE CAMPAIGN 3

COALESCENCE
AFTERMATH



CAMPAIGN

COALESCENCE AFTERMATH

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT



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Coalescence stories by NEON. Other fiction, maps, photography, and miniatures by Duncan Hall and friends.

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Battleplans based on Warhammer World's Clash of Empires.

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COALESCENCE

Keystone Shards

There was a great and terrible Godbeast, Eistrat, a beast without its own will, an empty vessel filled by the will of its master. Too horrible for any single allegiance to wield, it was imprisoned beneath the Citadel of Carcerun. All prisons need a lock. Upon the highest crest of the tallest tower was set the Diaphanous Fastness; a radiant crystal; its colors shifting dissonantly. Mighty deeds, performed by the realms' greatest heroes, hold the power to resonate with the crystal. A truly worthy champion might even bind the Godbeast to their allegiance, and Eistrat would be free to serve them, whatever their goals.

The Citadel of Carcerun itself was clouded in half truths, long forgotten fables, and cast between realms. Existing in all of the Realms at once, and yet in none, Carcerun has remained elusive to those few who sought out its power and wonders. If none can find Carcerun, Eistrat will never be free.

As with any jewel, chips are created when the gem was cut. Even as chips, their diminished beauty was something to behold. When found, mortals embedded them in sculptures, architecture, and works of art which became landmarks and places of importance. Scattered across the eight Realms, these chips were hidden in plain sight, but the knowledge of their connection remained unpercieved.





There are whispers and rumours of these shards being found and attuned, causing a great awakening across the lands. Scouts have been dispatched across the realms to discover the hiding places of what are now being called Keystone Shards. If any one Grand Alliance can attune enough of the Keystone Shards, then the resonation would unlock the Diaphanous Fastness, unleashing Eristrat from Carcerun to the whim of the favoured alliance. Those secured by the dread lords of Chaos glow with an unhealthy deep red aura, whilst those turned by the forces of Azyr shine with a pure light that soothes all nearby; the Deathlords of Nagash bask in a cold amethyst malignance, and the hordes of Destruction bash in their foes' skulls beneath an unruly green light.

Long ago, a powerful ring was forged in the boiling depths of Mount Koula. Socketed in its truesilver band, surrounded by lesser gems and runic inscriptions, is a single glowing shard... a keystone shard.

The Ring of Power has changed hands many times, adorning many lords of the vale, and has more than once fallen into myth only to turn up again in some grifter's pocket or in a beast's trove. The inlaid shard has begun to glow more brightly than before. Who will control its power when the Coalescence comes?

CALESCENCE

Gods & Generals

RUNEFATHER

FRANK-GRIMNIR

Once the Runefather (with help from his Runesons Dennis and Charlie (and Runedaughter Dee)) hangs the glowing keystone shard in his Lodge, they will truly say that it is always sunny in Fyla'del'phya.

THE RING OF POWER

The ring's inlaid gem glows bright with Eristrat's power, and has grown in size to that of a fully-grown Gryph Charger. Eight warbands have arrived on the Windswept Plains, each with their own reason to desire the ring.

HEARTSTEALER TRIBE

The terrible Ogor tyrant Vendetta has her one good eye set on this rumoured ring of indescribable beauty. Godbeasts hold little interest to the Heartstealers, but every hot blooded bull in the tribe would lay down his greasy life to slide that ring onto Vendetta's mighty finger.

THE SANCTIFIED

This devastating coalition of Chaos Knights, Khorne Daemons, and Bloodbound is led by a maddened Slaughterpriest known only As The Burning Hate.

TOBY LERONE'

The Bonesplitterz warboss doesn't quite know what krumpin is, but he likes it just the same.

THE ARISTOCRATS

Lord Liverbelch was dispatched to pursue the shard on false pretenses. King Gormenghast von Hortlak's ghoulish advisors seek to wrest power from him. Perhaps with some fragment of Eristrat's power, they would be strong enough to depose him.

BARAK-ORIRRAK

Captains Durirbirn Trollrock and Yomroika Kegstone's Arkanaut companies have a longstanding rivalry, so it's best not to stand between them. They made a bet on which one would find the keystone shard first. The loser will have to pay out a sizeable sum of Aethergold.

CNUT THE CURMUDGEON

Lord Celestant Cnut the Curmudgeon rarely leaves his dread mountain monastery. While he resents being pulled from his meditations to hunt keystone shards, duty compels him.

SKARBRAND

The Bloodthirster in exile himself was headed to the Vale to battle for the keystone shard, but he was recalled by Khorne. With their strongest ally trapped in the Realm of Chaos, the Bloodbound were doomed from the start.

THRONG OF SIGMAR'S ANVIL

Warden King Durin works closely with the eternal warriors of Sigmar's Hammer Brotherhood and their Lord Celestant Tulkas. If they are able to attune the keystone shard to their cause, it will bring great glory to Sigmar's name and new strength to his cause.

COALESCENCE

War of the Ring



CANNIBAL KINGDOMS

Lord Liverbelch's royal mordants found common cause with The Burning Hate and his Bloodreaver horde. Allies were necessary for any success to be had on the battlefield, and who better to trust than those who have known the taste of human flesh.

Sadly, armoured foes make for tough eating, and the cannibals slunk back to their lairs, defeated and starved.



DESTRUCTIVE LOCALS

The Ogors and their deranged Bonesplitter compatriots fought hard, but could not capture the ring from the overwhelming coalition of Stormcasts and Duardin.

Despite their boundless enthusiasm for the fight, the forces of destruction were beaten back into the hills to regroup for the next engagement.



A GRAND ALLIANCE

A great contingent of Stormcast Eternals and Duardin assembled from Azyrheim and Eucebium to secure the ring and bring its power to Sigmar.

With the speed of the Kharadrons, the rage of the Fyreslayers, the guns of the Dispossessed, and the might of the Stormcast Eternals, they defeated their enemies and carried the day to victory.

Eristrat Freed

The bestial roars of fury from Eristrat shook the citadel as the Guardian swiftly ascended the stairs.

The Godbeast's mood had been growing particularly foul of late, though he supposed being chained beneath Carcerún for ages untold could do that to you. Briefly the Guardian mused on how little he knew of the beast despite having been its companion and gaoler for as long as he could remember, which, by his reckoning, was a very long time indeed. He could not even remember his own name and now simply went by the Guardian, though no one had spoken that title to him since Sigmar's pantheon themselves deemed Eristrat too great a risk in the wilds of the realms and locked him below this citadel, charging himself with the Godbeast's protection. In fact, no one had spoken to him at all besides the spirited debates he held with his own reflection when the boredom grew too tedious.

The timeless custodian was shaken from his reverie when another great roar shook dust from the ceiling above, bringing him back to the present just in time to avoid walking face first into the locked door that led to the most vital chamber in all of Carcerún. Behind the intricately decorated door which depicted the Godking wrestling the great beast into submission rested the Diaphanous Fastness, the key to Eristrat's imprisonment. The last time he had been to check on the enchanted crystal that held the beast in check it had been shifting between many colors, from blue, to red, to green, to amethyst, and back again, violently changing hue at a moment's notice, when normally it shone a clear and pure light. Sometimes it would maintain a single shade for several heartbeats, but always it would shift again. Now, from beneath the heavy door, a malignant and unhealthy red seeped in a steady glow.

"That can't be good," he muttered to himself as he fiddled with the ring of keys at his waist, searching for the correct one. As he opened the door he saw the massive crystal that was the Diaphanous Fastness suspended before him by currents of ancient magic, now bleeding an aura of malevolent red, while the crystal itself pulsed with a sickening unlight. From within the depths of the Fastness, hungry and predatory beings swam close to the surface, pressing up against the inside of the crystal. The Guardian stepped into the room in a hurry as the demonic visages eyed him with malintent.

"Definitely not good."





A CURSED GIFT

Lord Celestant Tulkas held the ring, now diminished to its normal size, but still glowing bright with Sigmar's holy light, in the palm of his hand.

"We should lock it away, take it to Sigmar's vaults in Azyrheim", said Cnut.

"It will do him no good there", Tulkas replied; "It has been purified, and if you do not wish its strength, I will gladly bear it."

He slid the ring onto his finger and felt its magic ripple over his body, shrouding him in one more enchantment.

Somewhere very far away, Eristrat turned, sensing one of its captors, and began the long path to vengeance.

"Not for you perhaps," a sibilant voice whispered in his ear as a Warptongue blade slid across his throat from behind. The Guardian grasped at his neck helplessly as he collapsed to the floor with a wet gurgle. "But for me, it is quite..." the Gaunt Summoner paused as he delicately stepped over the convulsing body, "...expedient." Staring into the Chaos haunted depths of the crystal with a look of adoration the sorcerer slowly caressed its edges, the demons within responding by following his touch. Turning from the Fastness the demonic servant bent down towards the rapidly expanding pool of blood seeping from the now motionless body of the impossibly ancient Guardian. Dipping one of his unnervingly long fingers into the red mess, the Gaunt Summoner quickly and precisely began to trace dark runes of an arcane nature onto the floor surrounding the floating crystal all while reciting a mantra in an ancient tongue not fit for mortal ears. Slowly but surely, minute cracks began to appear in the flawlessly cut gem, spreading ever outwards into an intricate spiderweb.

Deep below Eristrat stirred once more, sensing the loss of its keeper, the only presence it had known for millennia on end, and reveling in the promise the future held. The dark energies from above began to seep through the foundations of the fortress, coiling around the massive Godbeast, swaddling it in a web of fate that held only red ruin before it. As the fury and malice of the dark gods poured through its veins a honeyed voice whispered within its mind.

"Be free great Eristrat. My lord, my master, the great Archaon, demands it. Too long have you been shackled in this fortress caught between time. Too long have you been denied the power that is rightfully yours. Go forth and spread ruin to all those who oppose you, to all those who sought to deny you that which you are owed. Be free." The whispers of entities even older than the Godbeast chattered through its thoughts, filling its mind with visions of towers toppled, of cities aflame, of its captors trampled beneath its might. Alarielle, Nagash, Tyrion, Grungni, Sigmar. They would all pay. "Be free," the voice whispered again, "Be free. Be free. BE FREE!"

With a mighty roar Eristrat flexed its newly imbued power, waves of corruption and ruin radiating from its iron hard skin. Chains snapped, shackles split, stone crumbled, towers toppled, crystals shattered. Where before had been a titanic fortress larger than many a duardin's mountain hold, now lay but a shattered and smoldering rubble heap spanning the horizon. From amongst the ruin the Godbeast arose, swathed in a dark radiance, an eight pointed star emblazoned upon its brow. Eristrat was free, and the realms would tremble.

EFENGIE CAMPAIGN

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

1. THE HEAVENS

DESCEND

The forces of Order have arrived to liberate Sigmar's chosen people.

Play the Cleansing of Efengie battleplan on page 13.

TO THE VICTOR GO THE SPOILS

The winner gets to choose where the next battle takes place. Also, the winner may take a Ringbearer in the next battle.

2. DARKNESS AT NOON

The sky has gone black, and the heavens of Azyr hang above like a speckled velvet canvas. Stars begin to fall, slowly at first, but then faster. The fate of the Vale is in your hands, will you read the portents right?

Play the Heavensfall battleplan on page 14.

TO THE VICTOR GO THE SPOILS

The winner gets to choose where the next battle takes place. Also, one model in the winner's army may carry a Fallen Star. Once per battle during the shooting phase, they may hurl the Fallen Star at an enemy unit within 12" to inflict D3 mortal wounds.

3. COLOSSAL RED'S LAIR

Colossal Red is ahunt in the North, and with the war on, a raid is well worth the risk.

Play the Colossal Red's Lair battleplan on page 17.

TO THE VICTOR GO THE SPOILS

The winner gets to choose where the next battle takes place. Also, the winner may include up to d3 additional Artefacts in their army.

NARRATIVE IDEAS

Propose a secondary objective that your opponent can complete to earn D3 Laurels of Victory.

When your opponent slays your Artefact bearing hero, allow them to field that Artefact in battle until such time as you can reclaim it.

4. THE EYE OPENS

The Eye of Terror has opened, and is staring directly at the Vale of Efengie. It spews forth angels, daemons, and creatures from another time and place.

Play the Terror That Came to Efengie battleplan on page 19.

TO THE VICTOR GO THE SPOILS

The winner gets to choose where the next battle takes place. Also, the winner has the Stratagems rule from this battleplan in the next battle.

5. QUEEN OF THE MONSTERS

Colossal Red is enraged by the theft of her treasure hoard. Now, the monsters of Efengie are rising up to avenge her loss!

Play the Colossal Red's Revenge battleplan on page 21.

TO THE VICTOR GO THE SPOILS

The winner of this battle wins the campaign!

CLASH OF EMPIRES III

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

This battleplan enables you to fight an exciting battle that should last about an hour. It should be fought using all the rules on the Warhammer: Age of Sigmar rules sheet unless indicated otherwise. This page does not include the conditions for earning Laurels of Victory. Each battleplan in this book uses this framework with its own set of victory conditions and other special rules.

THE ARMIES

Each army will need to include at least one **HERO** to serve as the general. Your army should consist of no more than 5 units (war machines with crew count as 1 for these purposes).

SET-UP

Do not use the set-up instructions on the Warhammer: Age of Sigmar rules sheet. First, each player rolls a dice. The higher roller selects one half of the battlefield to be their territory. That player sets up one unit (or battalion) at least 12" from enemy territory. Then, players alternate setting up until both players are finished.

REINFORCEMENTS

You may only add one new unit to your army during the battle via summoning spells, command abilities, etc. Abilities that add models to or resurrect models from existing units cannot increase the unit beyond its starting size.

FIRST TURN

The player who finished setting up first chooses which player takes the first turn.

MARTIAL STRENGTH

After set-up is complete, total the wounds in your army. If you have lower martial strength than your opponent, you are the underdog.

LAURELS OF VICTORY

After set-up is complete, use the table overleaf to determine the means of scoring Laurels of Victory.

If victory conditions are duplicated, players earn Laurels of Victory for each instance of the repeated victory condition.

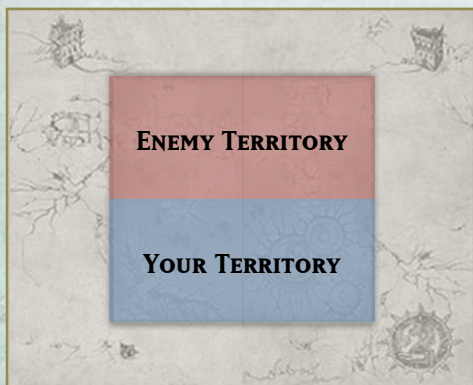
CONTROL

A player controls a marker or terrain piece if they have more models within 3" of it than their opponent.

VICTORY

Do not use the victory conditions from the *Warhammer: Age of Sigmar* rules sheet. The player with the most Laurels of Victory at the end of the fourth battle round wins a **major victory**. If there is a tie, the underdog wins a **minor victory**.

If time ends in the middle of the battle round, ensure that both players have had the same number of turns before ending the battle. If at any time one player has no models left on the battlefield, the battle ends immediately and their opponent gains 5 Laurels of Victory.



MARTIAL STRENGTH DIFFERENCE	BONUS LAURELS OF VICTORY
0-19	0
20-39	1
40-59	2
60-79	3
80+	4

UNDERDOG DEEDS

Each Underdog Deed can only be achieved by the Underdog once during the battle. The number of bonus Laurels of Victory earned for achieving each deed depends on the difference between the two armies' martial prowess, as shown on the table.

THE CLEANSING OF EFENGIE

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Using a piece of Eri Strat's strength, the Stormcast Eternals called down their monastery from Azyr. Now, in the heart of the ruins of Hammerstadt a massive bastion carved from obsidian towers over the city below. Lightning crackles from its peak, carrying warriors to all corners of Eucebium to liberate Sigmar's faithful.

LAURELS OF VICTORY

The following victory conditions are in effect for each battle. Some victory conditions are specific to one location (Sigmarite Village and The Dark Forest) and are only in effect on the battlefields matching that location.

Spirit of Battle: The first time a unit is wiped out, the last unit that damaged it gains the Spirit of Battle. At the end of your turn, if one of your units has the Spirit of Battle, gain 1 Laurel of Victory. When a unit with the Spirit of Battle is wiped out, the last unit to damage it gains the Spirit of Battle.

Sigmarite Village – Lambs of Sigmar: Together, place 2D6 Villager tokens near the center of the battlefield. Choose one player to be the Despoiler; the other is the Liberator. At the end of the Liberator's turn, they gain 1 Laurel of Victory for each Villager they control. The Despoiler may attack and charge any Villager that is not controlled by an opponent. Whenever the Despoiler slays a Villager, they gain D3 Laurels of Victory.

The Dark Forest – Guerilla Warfare: At the end of your turn, gain 1 Laurel of Victory for each enemy unit you wounded during the turn.

ENLIGHTENING STORM

Lightning crackles over the battlefield. Sigmar's focus has momentarily turned to the Vale of Efengie, and it is terrible to behold.

Whenever a player rolls a 6 to wound for their ranged weapon attack, Sigmar's lightning strikes the projectile. The target suffers mortal wounds equal to the weapon's damage instead of the normal damage.

Whenever a player rolls one or more 6s on a casting roll or when using a prayer ability, they may have the target suffer a mortal wound for each 6 rolled.

THE RINGBEARER

Sigmar's faithful carry a vestige of Eri Strat's power into battle. The glowing keystone shard set into its truesilver band grants its bearer might beyond measure.

Choose one player to be the Lawbringer, their opponent is the Despoiler. After set-up is complete, the Lawbringer chooses one of their **HERO** models to bear the Ring of Power. The chosen model adds 1 to their rolls to hit and to wound, and to their save rolls.

If the Ringbearer is slain, the Despoiler gains 1 Laurel of Victory.

UNDERDOG DEEDS

Follow Orders: You achieve this deed once you earn at least 1 Laurel of Victory from the Laurels of Victory section above.

Lead by Example: You achieve this deed once your general has slain one enemy **HERO** or **MONSTER**, or five other enemy models.

Make Them Bleed: You achieve this deed once you have slain at least one enemy unit.

Slay the Warlord: You achieve this deed when the enemy general is slain.

HEAVENSFALL

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The Storm of Sigmar has subsided, but the sky has been black as night for days. The heavens above swirl ominously, and the tip of the Azyrspire can be seen climbing high into the sky, no clouds to obstruct its passage directly to Sigmar's Realm. The heavens begin to fall to Ghyran. Stars in the sky streak down to the firmament in meteoric arcs.

LAURELS OF VICTORY

The following victory conditions are in effect for each battle. Some victory conditions are specific to one location (the Tablelands and Ruins of Hammerstadt) and are only in effect on the battlefields matching that location.

Falling Stars: At the start of each battle round, randomly choose a 2'x2' battlefield section. Drop a Fallen Star onto the battlefield from above the center of the chosen battlefield section. Choose each battlefield section only once.

At the end of your turn, gain 1 Laurel of Victory for each Fallen Star you control.

The Tablelands – The Verdant Orb: The Verdant Orb is placed at the center of the battlefield. At the end of your turn, gain 1 Laurel of Victory if you control the Orb. Also, gain a Laurel of Victory if your general is within 6" of the Orb.

Ruins of Hammerstadt – Chaos Altars: There are 3 Chaos Altars along the centerline of the battlefield. At the end of your turn, for each Altar you control, roll a dice. On a result of 3 or higher, you dedicate the Altar to your deity (it ceases to be dedicated to any other deities). Then, gain 1 Laurel of Victory for each altar that is dedicated to your deity.

HEAVENLY PORTENTS

Priests and wizards read the meanings of the tiny lights in the heavens to predict the future and understand the past. The arcane insight of the heavens is a great boon to generals, providing them with much needed advice and opening up new strategies.

At the start of the battle, each player gains D6 Portent tokens plus one additional Portent token for each **WIZARD** or **PRIEST** in their army. You may spend a Portent token to re-roll one of your dice at any time. So strong is the power of the stars that you can even re-roll a dice that has already been re-rolled.

COVER OF DARKNESS

During the long night, canny generals have cleverly concealed their units within the darkness, sending them to advance unseen and pounce at their enemies' moment of weakness.

You can set up one of your units under cover of darkness. During any of your hero phases, you can place the unit on the battlefield anywhere that is not within 9" of any enemy models. The unit cannot move during the movement phase, but can act normally in all other regards.

UNDERDOG DEEDS

Follow Orders: You achieve this deed once you earn at least 1 Laurel of Victory from the Laurels of Victory section above.

Lead by Example: You achieve this deed once your general has slain one enemy **HERO** or **MONSTER**, or five other enemy models.

Make Them Bleed: You achieve this deed once you have slain at least one enemy unit.

Slay the Warlord: You achieve this deed when the enemy general is slain.

A DRIFT OF LANDSHOALS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The dissipation of Sigmar's crashing stormfront has left a low pressure bubble over Eucebium, but nature abhors a vacuum. Some drifting Landshoals have entered the skies over the Vale of Efengie, teeming with grotesque Nurgley holdouts from the war with Alarielle. Always searching for a new advantage in their endless war, the denizens of Efengie ascend into the pestilent clouds seeking glory or death.

This event was played using **Battleplan: Right of Conquest** and **Time of War: Landshoals**.

HAMMERS OF SIGMAR

Lord Celestant Stern and Lord Relictor Graves leads a force of Stormcast Eternals to drive the armies of darkness from the Landshoals.

ARCHAON

The Chosen of Chaos himself lay in wait on the battle, and remained undefeated, despite the Hammers of Sigmar's best efforts.

MOBILE OPPRESSION PALACE

The aelves of Minel Uilos were victorious! Now they can establish their mobile base in the skies above Eucebium.

CUEYATL

Needs to recover the jacket he left at Alarielle's swingin' party the other night.

MINEL UILOS

High Warden Gaelon leads his clan to seize the Landshoal as a mobile base for Azyrheim's forces.

GORFAX'S HERD

Affronted by the landshoal not being despoiled enough, Gorfax leads his herd into action.



THE INVASION OF ORDER

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The men, aelfs, and duardin have tightened their grip on Eucebium. New settlers from Azyrheim are descending from the Azyrspire, the Stormcast Eternals have raised an Obsidian Citadel within the corrupted city of Hammerstadt, and the Swifthawk Aelves of Minel Uilos have captured a rogue Landshoal from which to launch their campaign to cleanse Ghyran. Despite all this, the forces of Chaos still hold the Vale of Efengie in a death grip from their bastion at Fort S'nak.



COLOSSAL RED'S LAIR

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

Deep beneath the mountains to the West of Mt. Koula, during the Age of Myth, there was a duardin kingdom. It was home to a wealth of precious ores that would make Grimnir blush. It suffered a horrible fate for its greed, as many wealthy duardin kingdoms do, and was conquered by a dragon known only as "Colossal Red". Colossal Red was recently seen leaving the region, presumably to hunt big game to the North, so if the generals of Eucebium are to make an attempt on the hoard, the time is now.

LAURELS OF VICTORY

The following victory conditions are in effect for each battle. Some victory conditions are specific to one location (The Rocky Ascent and The Catacombs) and are only in effect on the battlefields matching that location.

Treasure Hunters: Together, place D6 Treasure tokens on the battlefield. Whenever a unit moves to within 3" of an uncontrolled Treasure token, it picks up the Treasure.

Whenever the last model in a unit is slain or flees, place the Treasure token within 3" of the unit.

At the end of your turn, gain 1 Laurel of Victory for each of your units that is carrying one or more Treasure tokens.

The Rocky Ascent – To the Top: Place a hill at the center of the battlefield. At the end of your turn, if you control the hill, gain D3 Laurels of Victory. Additionally, if your general is on the hill at the end of your turn, gain 1 Laurel of Victory.

The Catacombs – Meatgrinder: Churning violence in the tight confines of old duardin architecture is not for the faint of heart. At the end of each turn, gain 1 Laurel of Victory for every 5 wounds inflicted on enemy models during the turn.

RUNES OF KARAZ GRUNG

The treasure of Karaz Grung was stamped and emblazoned with their magic runes... runes that can still be activated by powerful individuals.

Once during your hero phase, one **HERO** from your army that is carrying a piece of Treasure may strike it to unleash its runic power. If they do so, roll a dice. On a roll of 4 or higher, choose one of the three runes listed to the right. On a roll of 1, the bearer suffers a single mortal wound as they trigger an ancient duardin curse.

Rune of Aethergold: Choose a friendly unit within 12" of the **HERO** and roll 2d6. The unit may move that many inches in any direction, but must end more than 3" from any enemy models.

Rune of Sigmarite: Choose a friendly unit within 12" of the **HERO**. The chosen unit adds 1 to the Attacks characteristic of its melee weapons until your next hero phase.

Rune of Darkiron: Choose an enemy unit within 12" of the **HERO**. The chosen unit treats all terrain (even open ground!) as Deadly terrain until your next hero phase.

UNDERDOG DEEDS

Follow Orders: You achieve this deed once you earn at least 1 Laurel of Victory from the Laurels of Victory section above.

Lead by Example: You achieve this deed once your general has slain one enemy **HERO** or **MONSTER**, or five other enemy models.

Make Them Bleed: You achieve this deed once you have slain at least one enemy unit.

Slay the Warlord: You achieve this deed when the enemy general is slain.

THE COLOSSAL HOARD

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

As dawn peeked over the mountains, four armies met on the slopes of Colossal Red's mountainous lair. Vendetta's Ogors, Rheatrivix's Seekers of Slaanesh, Cnut the Curmudgeon's Stormcast Eternals, and Cueyatl's imaginary friends. The four armies clashed outside, fighting their way up the slope and into the old Duardin catacombs.

Unbeknownst to them, denizens of darkness had already infested the tunnels and were having a bloodbath of their own. King Vanya's Flesh-eaters were locked in mortal struggle beneath the mountain with a Mangler Squig and its horde of squiggly brethren. Whoever may win the spoils of victory, it is certain that Efengie will suffer for Colossal Red's loss when she returns.

BUYING PASSAGE

Rheatrivix has heard rumors that a powerful representative of Slaanesh is visiting from outside the Mortal Realms. With enough gold she could surely bribe her way onto the strange flying ship Khasillie has brought and travel to the rumored paradise beyond the stars.



ANGELIC DREAMS

To the Heartstealer Tribe's tyrant Lady Vendetta, gold is soft and beautiful, a woman's metal. If she is able to steal away with Colossal Red's hoard, she will use it to produce a suit of enchanted armour. She has long dreamed of a suit of impervious enchanted armour that grants her flight. Kinda' like what the Celestant Prime has... not that she's jealous.

CNUT'S WALL

Cnut has had it with all of these heathens despoiling his lawn. He fully intends to build a wall, and Colossal Red is going to pay for it.



THE COMING DARKNESS

On the rocky ascent, Rheatrivix and her supplicant Slaambo led the Mutalith to victory against a vicious Celestial Dragon. Then, in the duardin catacombs beneath Colossal Red's lair, she slew the Ogor tyrants and their toothsome butchers.

Having secured enough gold to satisfy her patron, Rheatrivix activated the arcane beacon she had been given. The air split and crackled, and a ship appeared floating in the air.

THE TERROR THAT CAME TO EFENGIE

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

When Rheatrivix called her new allies, it opened Efengie to the Realm of Chaos, where time is immaterial. In that dark place, forces not seen in this age were awakened, and moved to attack. Daemons once again roam the Vale, but they are not entirely unopposed, for their enemies were lost in Chaos as well, trapped in time, searching for escape. In this time of madness, when grim darkness has spread from the far future, there is only war.

LAURELS OF VICTORY

The following victory conditions are in effect for each battle. Some victory conditions are specific to one location (the Licentious Despair and the Outskirts of Bludor) and are only in effect on the battlefields matching that location.

Only War: Gain 1 Laurel of Victory each time an enemy unit is wiped out. If either the wiped out unit or the last unit that wounded it is a 40k unit, gain 2 Laurels of Victory instead.



The Licentious Despair – Desecrate the Monoliths: There are several Monoliths on each battlefield aboard the starship Licentious Despair. The Monoliths can be attacked, charged, and have spells cast on them (each Monolith has a 4+ save). At the end of your turn, gain 1 Laurel of Victory for every 5 wounds inflicted on Monoliths.

Outskirts of Bludor – Stand Your Ground: At the end of your turn, count the number of models in each battlefield quarter controlled by each player. For each quarter that contains more of your models than it does enemy models, gain 1 Laurel of Victory.

STRATAGEMS

The generals of the future use tactics learned over millennia of warfare. Their armies are finely tuned to follow their rules of engagement, and to balance the various battlefield needs.

At the start of each battle, you gain 1 Command Point for each Battleline unit in your army. You may spend Command Points to use the abilities listed below:

1 CP – Command Re-roll

Re-roll any one dice you rolled.

2 CP – Counter Offensive

When an enemy unit would be activated during the combat phase, activate one of your units before it attacks.

2 CP – Insane Bravery

When you would take a battleshock test, instead, don't.

PERILS OF THE WARP

Eucebium has been temporarily consumed by a magical vortex from the future known as the Eye of Terror. Due to its weirding powers, magic has become much more treacherous and difficult.

Whenever any **PSYKER** or **WIZARD** rolls doubles on a casting roll, their spell is automatically cast and cannot be unbound. Additionally, they can cast an additional spell or psychic power this turn.

However, the caster is wracked with magical energy and suffers D3 mortal wounds.

UNDERDOG DEEDS

Follow Orders: You achieve this deed once you earn at least 1 Laurel of Victory from the Laurels of Victory section above.

Lead by Example: You achieve this deed once your general has slain one enemy **HERO** or **MONSTER**, or five other enemy models.

Make Them Bleed: You achieve this deed once you have slain at least one enemy unit.

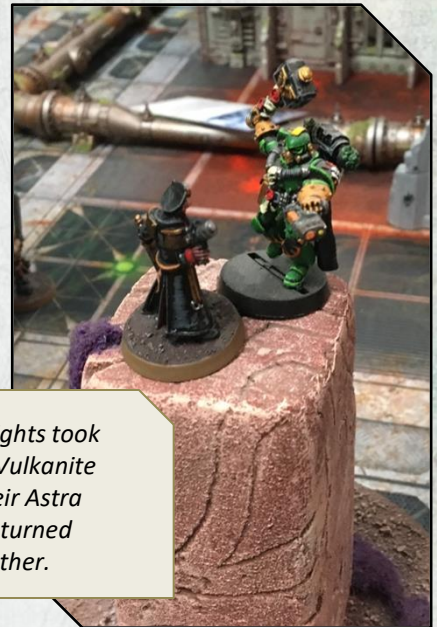
Slay the Warlord: You achieve this deed when the enemy general is slain.

THE GRIM DARKNESS

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

When the Licentious Despair landed, no debauched worshippers of Slaanesh descended upon the land. The vampiric Order of the Charnel Lady boarded the ship to investigate. Aboard the ship, they found not Chaos worshippers, but the zealous followers of some technologically advanced corpse-Emperor.

Finding nothing to be gained on the ship, the vampires retreated to the ground where Cnut the Curmudgeon's Stormcast Eternals were fighting back Bonesplitter Orruks enraged by the eye of terror.



After the Soulblights took their leave, the Vulkanite Astartes and their Astra Militarum allies turned against one another.



On the Outskirts of Bludor, the Soulblights, Stormcast Eternals, and Bonesplitterz clashed in an epic battle. Surrounded by dragons, both dead and living, the Bonesplitterz dutifully cut down the gargantuan beasts and harvested their bones. They reaped a great fortune in bones that day, under the blackness of that terrible eye.

COLOSSAL RED'S REVENGE

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The ground shook in the Vale of Efengie and a terrifying roar filled the air. Her treasure was gone, and there is nothing more terrifying than an enormous dragon with nothing to lose. Though the roar meant nothing to the smallfolk of Efengie, the monsters in the mountains and woods knew its true meaning; that Red was invoking her divine right as Queen of the Monsters.

LAURELS OF VICTORY

The following victory conditions are in effect for each battle. Some victory conditions are specific to one location (the Walls of Shelf, Dark Forest) and are only in effect on the battlefields matching that location.

Frenzy of Battle: Whenever an enemy unit is wiped out, gain a number of Laurels of Victory equal to the number of the battle round.

(i.e. in the first battle round, each unit is worth 1 Laurel of Victory, in the second battle round, each unit is worth 2 Laurels of Victory, and so forth)

The Walls of Shelf – Hold the Line: Choose one army to be the Monstrous Horde, and another to be the Defenders of Shelf. Place a castle wall along the center of the battlefield. At the end of your turn, gain 1 Laurel of Victory for each castle wall segment you control

Dark Forest – Monster Hunters: At the end of your turn, gain 1 Laurel of Victory for each **MONSTER** you control (by having your models within 3" of it like an objective). Whenever a **MONSTER** is slain, place a Corpse marker where it stood. At the end of your turn, gain 1 Laurel of Victory for each Corpse marker you control.

MONSTROUS MELEE

Most monsters have sworn their fealty to Colossal Red, and will follow her orders when the killing starts. As such, **MONSTERS** follow these additional rules:

Honor Among Monsters: **MONSTERS** cannot attack other **MONSTERS**. A **MONSTER** that is within 3" of an enemy **MONSTER** can move away without it counting as retreating.

Monstrous Lair: Choose a terrain piece to be your Monstrous Lair. While one of your **MONSTERS** is within 3" of the lair, it adds 1 to the damage of its attacks.

Monstrous Victory: If, at the end of the battle, there are no non-Monster models remaining, the battle is a victory for Colossal Red and a loss for the people of Efengie at large.

REIGN OF FIRE

Colossal Red is most wroth over the loss of her hoard. She has begun a campaign of raining fire from the skies to turn the cities of Efengie into smoldering ruins.

At the start of each battle round, each player places a marker on the battlefield, then each player rolls a dice. The player who rolled higher then inflicts D6 mortal wounds on each unit within 3" of their marker. In the result of a tie, both players inflict mortal wounds.

UNDERDOG DEEDS

Follow Orders: You achieve this deed once you earn at least 1 Laurel of Victory from the Laurels of Victory section above.

Lead by Example: You achieve this deed once your general has slain one enemy **HERO** or **MONSTER**, or five other enemy models.

Make Them Bleed: You achieve this deed once you have slain at least one enemy unit.

Slay the Warlord: You achieve this deed when the enemy general is slain.

A MONSTROUS REGIMENT

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The giants rumbled in the mountains at the sound of Colossal Red's rallying cry. Stardrakes stirred in their corrals. Maw-krushas rampaged and Terrorgheists shrieked. On the battlefields of Efengie, monsters stomped to war.

Colossal Red's primary target was the mountainous city of Shelf; a secluded trading partner of Bludor, and one of the few cities in Efengie not overrun by Chaos. Far below the walls of Shelf, the Dark Forest swarmed with monsters, but the crashing footsteps of the Stardrake filled the others with fear and distrust, not knowing if its loyalties lay with Colossal Red or with its Stormcast Eternal allies.

THE WALLS OF SHELF

For many years Lady Vendetta has been sculpting Gal'agor to be her protégé. Mobilized by Colossal Red's call to war, she and her gnoblar retainers toppled the city of Shelf, but were themselves evicted by Sigmar's Hammer Brotherhood. However, the Hammer Brotherhood did not hold the city for very long, no sooner had they fortified their position within the city than they were under attack by Nurgle's Seventh Sons warband following the lead of their grotesque Gargant.



THE DARK FOREST

In the Dark Forest, the fighting was grand and bloody. First, the Anvils of Heldenhammer found themselves under attack from the Seventh Sons. The pestilent Gargant cowered in safety until it was driven off by a unit of Retributors who rode the lightning into battle. Before they had a chance to regroup, the fleeing gnoblar horde and the giantess Gal'agor were upon them. The Stardrake, however, proved too mighty for the gnoblars unkempt ranks and improvised weaponry. The Stormcast Eternals fended off Colossal Red's assault leaving her to brood, lonely and vengeful, in her lair; lurking and waiting for her next opportunity.



COLOSSAL RED



COLOSSAL RED'S WRATH

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The warlords of Efengie met at parley and agreed that something must be done about the menace of Colossal Red. After months of planning, they stood together, temporarily allies, in the lava marbled caverns of the beast's lair. They would either rid the Vale of this ancient scourge, or would all die trying.

HOW TO USE THIS

BATTLEPLAN

This battleplan depicts an epic raid in which several players work together against Colossal Red. To play, you will need the biggest dragon model you can find along with a few friends with fully fledged armies.

The players will move through all phases simultaneously and will share a single turn as an allied force. Colossal Red will largely pilot herself using the warscroll on the next page.

SET-UP

First, place Colossal Red at the center of one of the long battlefield edges and each player places one Spawn of Colossal Red within 6" of her. Then, the players may set up their forces anywhere at least 6" from any enemies.

Colossal Red takes the first turn, and also always wins the initiative roll in each battle round.

Any models that do not fit on the battlefield can walk on from any battlefield edge during future movement phases provided that they do not end that movement within 9" of Colossal Red or any of her Spawn.

VICTORY

Set an ending time for your battle. When Colossal Red is slain, the players win a major victory. If all of the players models are slain, Colossal Red wins a major victory. At the end of the battle, the player who inflicted the most wounds on Colossal Red is the overall winner.

COLOSSAL RED'S LAIR

Treasure Hoard: Any unit within 3" of the Treasure Hoard during their hero phase may attempt to search for a powerful magical artefact. Roll a dice for each unit searching, on a 6+, that unit finds a magic artefact and adds 1 to its attack rolls for the remainder of the battle. A unit can only have one such artefact.

Winding Stair: A WIZARD standing atop the Winding Stair can attempt to unlock ultimate power from their magic. A Wizard atop the stair can cast any number of spells during the hero phase, and can attempt each spell any number of times. However, for each spell they attempt beyond their usual allotment, they suffer a mortal wound after the spell has been resolved.

Looted Cannon: This massive cannon was ripped from the side of the Licentious Despair. During your shooting phase, if a unit is entirely within 3" of it, its controller may use it to attack with the profile below.

Rng	Atk	Hit	Wnd	Rend	Dmg
72"	2	3+	3+	-2	D6

***Designer's Note:** If you'd like to toughen up Colossal Red, give her another 100 wounds for every ~5000 points the players have.*

WARSCROLL

SPAWN OF COLOSSAL RED



MELEE WEAPONS

Jaws and Claws

RANGE

2"

ATTACKS

9

TO HIT

4+

TO WOUND

3+

REND

-1

DAMAGE

2

Flame Breath: During the shooting phase, the enemy unit closest to the Spawn of Colossal Red suffers D3 damage.

Thundering Charge: The Spawn of Colossal Red always charges the nearest enemy unit (engaging as many units as feasible), rolls 3D6 when determining charge distance, and can re-roll failed charge rolls.

KEYWORDS

DESTRUCTION, MONSTER, SPAWN OF COLOSSAL RED

COLOSSAL RED

AN UNOFFICIAL WARHAMMER: AGE OF SIGMAR SUPPLEMENT

The kings of Bludor and castellans of S'nak may think that Efengie is their domain, but Colossal Red was here before mankind set foot in the vale. She is ancient and her dragonspawn haunt the Mortal Realms.



MELEE WEAPONS	RANGE	ATTACKS	TO HIT	TO WOUND	REND	DAMAGE
Jaws Like An Avalanche	3"	2	2+	2+	-3	*
Claws Like Meteors	3"	*	2+	2+	-1	2D6
Tail Like A Hurricane	3"	8	*	3+	-	3
(Special) Thrown Enemy	30"	*	4+	2+	-	*

DESCRIPTION

Colossal Red is a single living disaster. Her roar heralds utter obliteration for all who hear it. To face her rage cannot be called courage, nor even foolishness. No, only those deep in the grip of insensate madness would fail to flee in abject terror at the mere rumor of her approach.

ABILITIES

Nigh-Impenetrable Hide: Colossal doesn't have a missing scale. She doesn't care about your Vortex Grenade or Axe of Khorne. Ignore all abilities that would slay her outright.

Wreathed in Flames: Whenever Colossal Red would suffer a wound or mortal wound during the hero or shooting phase, roll a dice. On a 5+, the wound is ignored.

Born of Magic: Whenever an enemy **WIZARD** within 30" of Colossal Red casts a spell, she makes an unbinding attempt. If the spell is unbound, the caster suffers D6 mortal wounds.

HERO PHASE

Living Crucible: At the start of each hero phase (hers and the players'), each enemy unit within 6" of Colossal Red suffers 2D6 mortal wounds.

Call Spawn: Place D3 Spawns of Colossal Red within 3" of the unit furthest from Colossal Red that does not already have a Dragon Spawn within 3" of it.

MOVEMENT PHASE

If there are no enemies within 3", Colossal Red moves 18" toward the nearest enemy unit.

SHOOTING PHASE

Breath of the Sun: During the shooting phase, Red breathes fire on the enemy unit with the most models. If there is a tie, she selects the closest. That unit and each enemy unit within 6" of it suffers 3D6 mortal wounds.

CHARGE PHASE

Colossal Red's Rage: Colossal Red charges the nearest enemy unit (engaging as many units as feasible when she charges). When Colossal Red completes a charge move, the unit that she was charging suffers 2D6 mortal wounds.

Wings like the Sky: Colossal Red rolls 3D6 when determining charge distance, and can re-roll failed charge rolls.

COMBAT PHASE

Swallowed by the Avalanche: Colossal Red attacks an enemy unit within range with the highest wounds characteristic (per model) with Jaws Like an Avalanche. If there is a tie, she chooses one at random. If the attack wounds, roll damage before saves are taken. If damage rolled exceeds the target's Wounds characteristic, a single model is slain immediately (excess wounds are wasted.)

CREW TABLE

WOUNDS	JAWS	CLAWS	TAIL
0-10	2D6	4	2+
11-25	4D6	6	2+
26-50	3D6	6	2+
50-75	2D6	4	3+
76+	1D6	2	4+

Meteoric Toss: Colossal Red piles in 3" toward the nearest enemy unit and attacks each enemy **HERO** within range with Claws Like Meteors (distributing attacks evenly among them), if there is no **HERO** in range, she attacks a random enemy unit. If the attack wounds, roll damage before saves are taken. If she attacked a single-model unit and the damage rolled exceeds the target's Wounds characteristic, the model is hurled toward the furthest enemy unit within 30". Make a Thrown Enemy attack against that unit, and place the thrown model within 3" of the unit. The Thrown Enemy attack has a damage characteristic equal to the Wounds characteristic of the thrown model.

Flattened by the Hurricane: Colossal Red piles in 3" toward the nearest enemy unit and attacks each enemy unit within range with her Tail Like a Hurricane (she makes 8 attacks against each unit).

BATTLESOCK PHASE

Colossal Roaring: Enemy units roll an additional dice when taking Battlesock tests.

KEYWORDS

DESTRUCTION, MONSTER, HERO, COLOSSAL RED