

## BATTLEPLAN

# REWARDS OF THE GODS

Altars dedicated to aspects of the Realmgods have been built all across the Mortal Realms. These altars can endow supplicants with supernatural rewards if their patron god feels so inclined - or painful punishments if they do not! Sometimes altars lie in close proximity to each other; when this happens they act as a focal point for battles between followers of the different gods. Rival warbands will fight until only one side is left standing, the winner receiving great favour from their patron god.

### PATH TO GLORY

The winner will receive extra Favour Points in addition to those they would normally receive. Look up the opposing Patrons of the two warbands using the table below to determine how many extra Favour Points are earned by the winner. If the winner was the gloryseeker (see *THE ARMIES*) then they gain yet another +1 Favour Point, in addition to the below:

LOSER	WINNER													
	Khorne	Slaanesh	Tzeentch	Nurgle	Horned Rat	Sigmar	Nagash	Alarielle	Tyrrion	Grugni	Grimnir	Malerion	Gorkamorka	
Khorne	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	
Slaanesh	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	
Tzeentch	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	
Nurgle	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	
Horned Rat	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+2 Favour	+1 Favour	+1 Favour	
Sigmar	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	
Nagash	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	
Alarielle	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	
Tyrrion	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+2 Favour	+1 Favour	
Grugni	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	
Grimnir	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	
Malerion	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	
Gorkamorka	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	+1 Favour	+1 Favour	+2 Favour	+1 Favour	+1 Favour	

### THE ARMIES

Each player picks an army from among those units listed on their Warband Roster. WIZARDS, PRIESTS, and generals have unique abilities (see *Altars* and the *Rewards of the Realmgods* below) in addition to any others they have.

### OBJECTIVES (BOTH PLAYERS)

You have travelled far across the Mortal Realms on a pilgrimage to this altar of the greatest of the Gods, only to find a cursed rival has also arrived to praise their own traitorous and degenerate patron. Such an affront to your Lord and Master cannot be allowed to stand - your opponent must be ground into dust, and their bloodied remains left as an offering upon the altar of your own god...

### THE BATTLEFIELD

The battle takes place on a blood-soaked battlefield in one of the Mortal Realms. At each corner of the battlefield stands an altar, each one dedicated to a different aspect of the gods:

Rage/Passion/War	Fecundity/Life/Decay	Change/Creativity/Flux	Vanity/Glory/Agony
Khorne	Nurgle	Tzeentch	Slaanesh
Grimnir	Alarielle	Malerion	Tyrrion
Gork	Nagash	Grugni	Sigmar
The Horned Rat	The Horned Rat	The Horned Rat	The Horned Rat

Try to use a suitable piece of scenery for each altar. Generate the rest of the scenery as described on the rules sheet.

## SET-UP

Do not use the set-up instructions on the Warhammer Age of Sigmar rules sheet. Instead, the players each roll a dice, re-rolling ties, and the player that rolled highest picks which territory they will use. The players then take it in turns to set up units, starting with the player that won the earlier dice roll. Units can be set up anywhere within their own territory (see the map) more than 24" from enemy territory.

## FIRST TURN

The player that finishes setting up first decides who will have the first turn in the first battle round (there is no need to roll).

## ALTARS AND THE REWARDS OF THE REALMGODS

A PRIEST, WIZARD or general that is within 3" of an altar in their hero phase can attempt to gain a reward from the god the altar is dedicated to. A PRIEST can pray for aid, a WIZARD can attempt to cast a special spell, and a general can attempt to do either. A maximum of one such attempt can be made at each altar each turn.

## PRIEST'S REWARD

If a PRIEST is within 3" of an altar at the start of their hero phase, they can pray to its patron for aid. Roll a dice if they do and refer to the table below:

### D6 Result

- 1 Smote:** The god is affronted. No reward granted, and the priest suffers D3 mortal wounds.
- 2-3 Begone!:** The god ignores the priest's prayers. No reward is granted.
- 4+ Regarded:** The god grants the request, and the priest receives the appropriate reward:

**Reward of Rage:** Add 1 to the hit rolls of any melee weapons used by the priest until your next hero phase. In addition, add 1 to the hit rolls of any melee weapons used by friendly units while they are within 8" of the priest.

**Reward of Glory:** Add 1 to the wound rolls of any melee weapons used by the priest until your next hero phase. IN addition, add 1 to the wound rolls of any melee weapons used by friendly units while they are within 6" of the priest.

**Reward of Fecundity:** Heal D3 wounds that the priest has suffered. In addition, heal D3 wounds on each friendly model within 7" of the priest.

**Reward of Change:** replace the priest with another model. This may be a model you have not used yet, or one of your models that was slain earlier in the battle. Any wounds the priest has suffered are transferred to the new model.



## WIZARD'S REWARD

If a WIZARD is within 3" of an altar at the start of their hero phase, they can conduct an arcane ritual in the name of the altar's patron in return for magical power. Roll a dice if they do and refer to the table below:

### D6 Result

- 1 Smote:** The ritual backfires. No reward granted, and the wizard suffers D3 mortal wounds.
- 2-3 Begone!** The god ignores the wizard's ritual. No reward is granted.
- 4+ Regarded:** The god heeds the ritual, and the wizard is affected as listed below. They can use any spell they gain as a result of the ritual for the rest of the battle.

**Curse of Rage:** A wussy *magic* ritual? For a martial god of war? What were you thinking?! The wizard is slain, and all units within 8" suffer D3 mortal wounds as the wizard explodes in a fountain of boiling blood.

**Spell of Glory:** The wizard gains the Spell of Glory, which has a casting value of 5+. If successfully cast, pick the caster or a friendly unit within 18". Add 1 to the wound rolls of any melee weapons used by the unit you picked until your next hero phase.

**Spell of Fecundity:** The wizard gains the Spell of Fecundity, which has a casting value of 5+. If successfully cast, pick the caster or a friendly model within 21". Heal D3 wounds on the model that you pick.

**Power of Change:** Add 1 to the wizard's casting and unbinding rolls for the rest of the battle. This reward cannot be received more than once!

## GENERAL'S REWARD

If your general is within 3" of an altar at the start of your hero phase, they can pray to the altar's patron for aid as if they were a PRIEST. If your general is a WIZARD, they can conduct an arcane ritual instead.

## VICTORY

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead, a player immediately wins a major victory if the starting number of enemy models has been killed during the game, or if their own army commands three or more of the altars at the end of any of their turns. An army commands an altar if it has any models within 3" of the altar, and there are no enemy models within 3" of the altar.

