

South Coast Grand Tournament 2016

Battleplan Pack

Intro

We have designed 6 unique Battleplans which whilst maintaining the tournament balance also make for a great narrative set in the new realms of Age of Sigmar. We wanted this year to have a narrative feel to it so have themed the battles around a story but players should feel free to forge their own narrative on the table and adapt the story to fit their faction.

Hidden Agenda

Choosing an Agenda

Each player will have 6 **Hidden Agenda** cards which must be used during the event.

Each player should select one in secret after setting up terrain but before rolling for deployment/sides (we find it best to slide the card under a central terrain feature)

Each **Hidden Agenda** has an objective to achieve which will be detailed below – these are very important as they are used as a tie break during the event if players are level on battle points.

At all Costs!

Each Agenda has an **At all Costs!** ability which can be used by your general in your Hero phase (please note you can use even if you have completed the mission already) – However using this ability will automatically fail your **Hidden Agenda's** objective so use them wisely!

To do so, announce you are using your ability and what it does (this will also reveal your Agenda) – If your general is dead or not on the battlefield you cannot use your **At all Costs!** ability.

Your opponent then can decide to fail their **Hidden Agenda** objective to counter the **At All Costs!** ability, providing that their general is also still on the battlefield.

Hidden Agendas

1 – Battle of Wills

At the end of the game make a note of how many units were destroyed that had a standard or icon, totem or the wizard and priest keyword on both sides, if you have destroyed more than you lost, then you complete your agenda

At All Costs! – Glorious War Cry!

All units in your army within 12" of your General in the battle shock phase do not need to take battle shock tests until the start of your next Hero phase, additionally all enemy units

within 12" during the battle shock phase suffer -1 to their bravery until the start of their next Hero phase.

2- Cut off the head!

Kill the enemy general; once this agenda is completed reveal your agenda card

At All Costs! – Mocking Taunt

Pick an enemy unit that is within 18" of your general and is not within 3" of any of your units. All models must run as far as possible towards your nearest unit, as if it was their movement phase.

3- Hold the towers

Have more scoring units garrisoned in structures than your opponent at the end of battle round 4. As soon as you complete the agenda reveal the card to your opponent and keep it face up for the rest of the game

At All Costs! - Disruptive influence

Pick a unit within 18" of your general, the unit loses its cover save if it is receiving any and any effect from terrain it has received (mysterious/damned etc) until your next Hero phase

4- Kill, Maim Burn!

Destroy 3 of your opponents units, in a single combat phase, as soon as you complete the agenda reveal the card to your opponent and keep it face up for the rest of the game.

At All Costs! – TO WAAR!!!

Select a friendly unit within 18 inches of your General, this unit may run and charge this turn and adds 1 to both its run and charge rolls.

5- Protect the king

Your general must be alive at the end of battle round 4 to complete this mission, as soon as you complete the agenda reveal the card to your opponent and keep it face up for the rest of the game.

At All Costs! – Tactical Withdrawal

Select a unit within 18 inches of your General, this unit may retreat and charge this turn.

6- Breakthrough

One scoring unit must move off the longest table edge in your opponent's territory during your movement phase (in the L shape deployment this is the edge which does not share your territory), remove the unit from play (it does not count as slain). As soon as you complete the agenda reveal the card to your opponent and keep it face up for the rest of the game. Only units that were deployed (started on the table and not immune to damage) at the start of the game can complete this mission.

At All Costs! - AMBUSH!

Immediately set up a unit from your total army you did not select as part of your warband for this game worth no more than 6 pool choices, this unit cannot be deployed within 9 inches of any enemy models and this counts as the units move this turn, this unit is never considered a scoring unit. Alternatively set up the unit which previously left the gaming table if you had already completed the mission, this unit can score objectives as normal (but remember you will now fail this mission).

The Battle Plans

Introduction

Traylorn screamed as his flesh began to warp and change under Archaon's indomitable will, his flesh bubbling with uncontrolled change. He collapsed at Archaon's feet his failure etched on the contorted faces pushing through his skin.

As he descended into madness, Traylorn relived the events which brought him to this fate, the compass stolen by an imitation of him. He fought the Changeling and emerged victorious for he was Traylorn, Mastery of the vortex of power, defiler of minds, soul hunter of men and he was not easily defied even by Tzeentch's will... but the compass was shattered and sent spinning into the realms out of Traylorn's reach.

With his sanity stripping away as his flesh sloughed across the Dias Traylorn began to burn as the Three-Eyed King looked on, his fury a bubbling well behind his implacable mask at the wretch slowing changing, burning in the flames of Archaon's dark majesty.

As Traylorn's scream's turned to laughter and then a gurgle and finally the hiss of his flesh melting away to nothing in coalescent flames, Archaon turned to his Varanguard and issued a single command...

"Varanguard!... The compass is the Key to Azyr - find it at all costs! Return to me with failure and I will consume your souls, for you will no longer be worthy slaves to my will"

The Realmgates burst into energy as riders howled and rode through the swirling portals into the realms of men.

The compass, an artefact of chaos forged by the power of the warp will open the door to Sigmaron and Archaon's final victory over the Realms of men... however in a strange twist of fate the compass will also open the way to the all point's allowing Sigmar's forces to retake the nexus of gateways and wage war in the realm of chaos itself!

And here our story begins, who will emerge with the key to the realms?

Rules

Dice rolls for battle plan effects.

Many the battle plans below have instances where you must roll a dice, these rolls can never be re-rolled or modified by abilities or rules from warscrolls/formations.

Scoring Units

Many of the battle plans will refer which warscrolls will count as a **scoring unit** but these are some common rules which adhere to all **scoring units**.

- A scoring unit is a unit which has at least 5 wounds worth of models within 3" of the objective will capture/control the objective.
 - For clarification single models with 5 or more starting wounds can capture even if they are reduced to less than 5 wounds
- For a unit to score it must have been on the battlefield for one battle round before it can count as a scoring unit
- If both players are capturing/controlling the same objective/terrain piece then the objective is contested.
- A unit may only capture/control one objective at a time. This piece would be the one with most models from the unit within 3" of it (roll off in case of a tie).
- Units with the **warmachine** keyword are never a scoring unit

Kill Points

As a third tie break; we will be using **kill points**, this is simply the number of pool choices which you have wiped out during the game. Simply bunch the casualties into pools and count the points (it does not matter which unit the casualty came from). So if for example you killed 7 blood warriors from one unit of 10 and 8 from another unit of 10 you could have killed 15 in total, at the end of the game these would be worth 15 **kill points**. Please note if you killed 14 blood warriors you would only score 10 kill points as the remaining 4 is not enough for a pool choice.

Terrain Warscrolls

Unless both players agree terrain warscrolls will not be used unless specified in the scenario (for example scenario 6). Abilities which summon terrain can be used as normal.

Order players may give two woods on the table the "sylvaneth Wildwood" keyword (please note special rules for the warscroll are not used but count as wildwoods for effects/abilities)

Before each game players should dice off and winner places first piece of scenery on the table corresponding to the map. No piece of terrain should be within 6 inches of another

Please note objective markers are NOT terrain pieces unless specified (ie Realmgates)

Battle Plan 1 – Heralds of the Storm

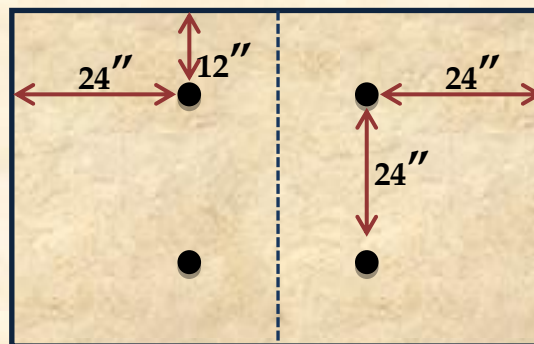
The duel between Traylor and the Changeling happened in the realm of Chamon, you must search for clues to where the Compass now rests. However the changelings touch lingers and a strange reflective storm is raging over the region. However seeing a rival warband approach you have no choice but to venture forth into the storm.

The Battlefield

This battle takes place on the shimmering hills in the realm of Chamon where a storm of eldritch energy battles with its own reflection, this storm of madness creates twisted parodies of those unfortunate enough to be caught in its wake, these reflections splinter out in prismatic glory, tearing open eyes and shredding skin as the afflicted descend into madness, screaming as they contemplate the path that lead them to their fate.

Set up the terrain as per the terrain map on the table, then place 4 Altar's of the Storm /objective markers* on the table as per diagram below. Finally mark a line bisecting the centre of the board to represent the **storm front** (you could use the range rulers from your AoS starter set)

**You can use a 50mm objective marker or coin but why not bring some custom made Altars?*



Set-up

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must pick one half to be their territory. See below.



Starting with the Player that lost the dice roll each player must state if they will be using a summoning pool and what makes up that summoning pool. (Remember to inform your opponent all weapon options and command etc when stating your summoning pool)

The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory

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

The Storm Front

At the end of each battle round count the number of Altars each player controls (see scoring units), the player who controls the most pushes the storm front 6 inches towards their opponents table edge.

Only models with the **Hero** or **Monster** keyword count as scoring in this scenario.

The Storm Rages

Roll a Dice for each unit passed over or touched by the storm front when it moves; on a 4+ they take D3 mortal wounds . Units taking casualties must take a battle shock test as normal in the next battle shock phase.

Victory!

The game lasts for 5 battle rounds.

At the end of the game the player who has pushed the **storm front** into their opponent's territory scores a **major victory!** Any other result is a draw.

"As the storm pushes your rival back... the taint of death is palpable in the air... suspecting the servants of Nagash have beaten you to the battlefield you head for the realm of Shyish"

Battle Plan 2 – The Winds of Death

“I must know the answer to the question which vexes me... who has taken what is mine? Souls slip my grasp one by one... I endure but my strength wanes... but even now my enemies fear me, even now they know dread at my name for I am the nightmare at the core of all things! I will regain what is rightfully mine and stride forth in all my terrible glory to mould this world anew in the light of my black sun, crushing all under the rock of my unyielding will...” -Nagash

Upon entering the realm of Shyish and following the trail left by the servants of Nagash, your forces approach Morr’s End and encounter another force which is also searching for the compass. As your forces pull into view of each other, echoing malignant laughter echoes across the realm

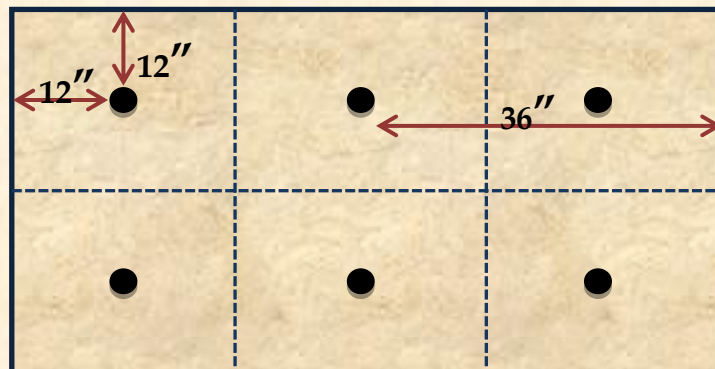
“Foolish mortals! This was all too easy... you will never leave this place. Your Souls are mine!”

The Battlefield

This battle takes place in the realm of Shyish, Nagash’s has lured both forces into a trap, now you must survive searching for clues on how to escape the realm of Shyish amongst the ruins of Morr’s End.

Set up the terrain as per the terrain map on the table, rolling off to see who places the first piece. Then place 6 obelisks/objective markers* on the table as per diagram below.

*You can use a 50mm objective marker or coin but why not bring some custom made black obelisk’s.



Set-up

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. See below.



Starting with the Player that lost the dice roll each player must state if they will be using a summoning pool and what makes up that summoning pool. (Remember to inform your opponent all weapon options and command etc when stating your summoning pool)

The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory

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

Terminus of all Existence

Nagash's Nighthaunts; spirits of pure malignant malice, sweep across the ruins of Morr's End preying on the weak willed and the afeared severing the souls of mortals foolish enough to linger in there path with their incorporeal talons.

At the start of battle round 2 and each round thereafter; after rolling initiative and deciding who will take the turn. Roll a dice for each unit on the table (both players units regardless who won the roll), on the roll of a 6 the unit is attacked by Nighthaunts. Add 1 to the dice roll if the unit is within 3" of an obelisk (objective).

Units attacked take D3 mortal wounds and subtract 1 from its bravery until the next battle round.

If when rolling for the initiative you rolled a tie, Nagash's laughter cackles across the realm spurring the Nighthaunts into a murderous frenzy. Add 1 to the roll to see if a unit is affected and increase the damage to D6 mortal wounds and subtract 2 from the affected unit's bravery

Do not roll for units with the HERO key word, they are strong willed enough to resist the Nighthaunts.

Victory!

This game lasts for 5 battle rounds

At the end of each battle round count the number of Obelisks you control (see scoring and scoring units) If you control the most obelisks in a round then you score a victory point

If one player controls all obelisks at the end of any battle round they immediately score a **major victory!** And the other player scores a **Defeat!**

Models with the **Hero** keyword do not count as scoring units in this scenario

At the end of the game the player who scores the most Victory points escapes and scores a **major victory!** And the other player scores a **Defeat!**

If at the end of the game both players score the same number of victory points, then the game is a **draw**

"Your forces managed to use the Obelisks to find the hidden gateway out of Nagash's realm but all was not lost, rumours of the compass has reached your warband from the realm of Ghur and your forces move to regroup"

Battle Plan 3 – Garden of Life

Rumours of the compass have reached your warband from the realm of Ghur and your forces move to regroup. The warband in the realm of life must rendezvous with your main force in the realm of Asqhy.

As your warband makes its way through the Greenglades the land starts to warp and twist to your will but across the glade, heading for the entrance to the Vale, is a rival force. You must fight for control of the Glades and access to the Gateway to Asqhy.

The Battlefield

This battle takes place in the Green glades in the realm of Ghyran, you must fight for control of the Greenglades to allow your forces safe travel through to the Gateway.

Set up the terrain as per the terrain map on the table, rolling off to see who places the first piece.

Set-up

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. See below.



Then decide which one of you is the corrupter and which is the purifier (if you cannot decide roll a dice), mark all terrain wholly within your territory with a suitable marker these will either be corrupt or pure depending on your alignment.

It's important to ensure that both players have equal amount of terrain aligned to them and these should always be the ones farthest away from your opponent's territory this may result in one or more terrain piece being neutral in your territory

Any terrain which is in not wholly within one player's territory is Neutral.

Starting with the Player that lost the dice roll each player must state if they will be using a summoning pool and what makes up that summoning pool. (Remember to inform your opponent all weapon options and command etc when stating your summoning pool)

The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory

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

Realm Shaping

During your Hero phase units (please note these do not have to be a scoring unit) with any part of its base on a terrain piece may try to purify or corrupt a piece of terrain which is not aligned to them.

You can only attempt to convert each terrain piece once per phase.

If the terrain is Neutral you automatically corrupt or purify the piece of terrain (depending on your alignment), even if there are enemy model present on the terrain. Place an appropriate marker to show this.

If the terrain is controlled by your opponent then make an opposed dice roll with your opponent apply the following modifiers (please note you cannot modify/re-roll this dice in any other way)

- +1 if no enemy models are touching the terrain piece
- +1 for each supporting unit (this is each unit of yours which is also touching the terrain except the unit attempting to convert the terrain)
- +2 if the model attempting to convert the terrain has the HERO keyword
- -1 for each enemy unit resisting (this is each unit of your opponent which is also touching the terrain)

If you roll equal or higher than your opponent then you successfully convert the terrain and change its alignment to your own, Roll a dice for any enemy units touching the terrain they suffer D3 Mortal wounds on a 4+.

If you roll a natural 1 when trying to convert the terrain then the land rebels and strikes out at you, the unit attempting to convert the terrain suffers D3 mortal wounds. If you win the roll off you still capture the terrain regardless of the damage suffered.

Anathema to your existence

Any terrain which is aligned to your opponent is **deadly** to all your models; if the terrain is also **deadly** then subtract 1 to the dice roll when rolling for your models.

Terrain which is aligned to you counts as **inspiring**; if the terrain is already **inspiring** add 2 to your unit's bravery instead of 1.

Victory!

At the end of battle round 5 the player with the most terrain aligned to scores a **major victory!** And the other player scores a **Defeat!**

Any other result both players score a **draw**.

Battle Plan 4 – Fire and Brimstone

As your forces await the arrival of your force from Ghyran the land starts to erupt and spew ash into the atmosphere and a rival army crests the horizon, which is intent on scattering your forces before you can regroup and head to the realm of Ghur.

The Battlefield

This battle takes place in the brimstone peninsula in the realm of Aqshy, the land is burning and the skies swirl with choking ash.

Set up the terrain as per the terrain map on the table. Roll off to decide who places the first piece.

Set-up

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. See below.



Starting with the Player that lost the dice roll each player must state if they will be using a summoning pool and what makes up that summoning pool. (Remember to inform your opponent all weapon options and command etc when stating your summoning pool)

The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory

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

Dominate the Peninsula

Divide the table into 4 quarters, at the end of each battle round the player with the most scoring units in each quadrant scores 1 victory point (see scoring units)

Models with the **Hero** keyword do not count as scoring units in this scenario

A unit is in the quadrant with the majority of its models within it roll a dice to determine which quadrant the unit lies in if this is not clear.

Choking Ash

All terrain pieces are wreathed in choking ash and smoke, a model cannot see over a terrain feature to any targets which lie beyond it.

Models touching the terrain or partially within the terrain can be seen and can see out of terrain.

If any unit is wholly within or on the terrain then they suffer -1 to all to hit rolls in the shooting and combat phase.

Geysers of Boiling Blood

As the blood flows the battlefield starts to warp and erupt as the realm of chaos seeps into the realm of Aqshy.

Roll a dice for each terrain piece at the start of each battle round, on the roll of a 1 it erupts and every unit touching the terrain takes D6 mortal wounds

Victory!

At the end of the game the player with the most victory points scores a **major victory!** And the other player scores a **Defeat!**

Any other result both players score a **draw.**

Battle Plan 5 – The Celestial Compass

The compass has been found, it was cast to the Realm of Ghur during the duel with Traylor and the Changeling.

When the compass crashed into the realm of Ghur it was lost and split in twain, each fragment crackling with chaotic energy must be reunited to contain the warping power and allow your forces control of the Gates.

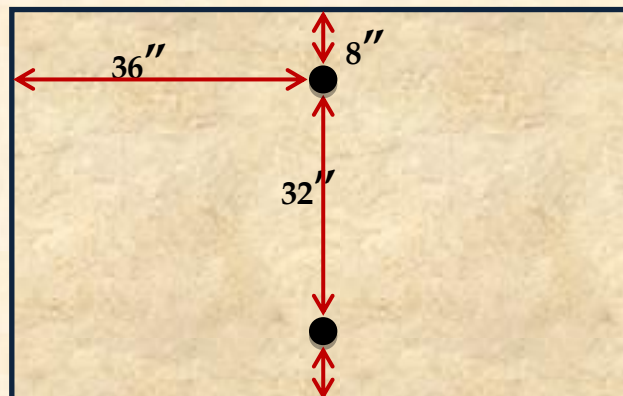
Another force has already claimed the other fragment; you must fight to reclaim it!

The Battlefield

This battle takes place in the plane of bones in the realm of Ghur, giant rib cages jut from the cracked earth in this desolate place where the behemoths of Ghur go to die.

Place an objective marker (50/60mm marker/suitable modelled terrain piece) within your territory as per the map below. This is your reliquary holding your fragment of the celestial compass (place a token on the reliquary to represent this, the fragment should be 25mm-50mm in size).

Set up the terrain as per the terrain map on the table however no terrain piece can be within 6" of a Reliquary.



Set-up

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must pick one half to be their territory. See below.



Starting with the Player that lost the dice roll each player must state if they will be using a summoning pool and what makes up that summoning pool. (Remember to inform your opponent all weapon options and command etc when stating your summoning pool)

The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory

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

Reliquaries

No model can move over or through the reliquary even if they can fly. Each reliquary holds a fragment of the celestial compass. Your reliquary holds your fragment which you must protect and the enemies' reliquary holds the fragment you must reclaim.

Fragment of the Compass

Any model can pick up your opponents fragment if they end its move in base contact with the fragment marker (or the reliquary holding it). This can be a pile-in move or charge move but the model has to finish moving in base to base contact with the fragment.

For clarity you can never pick up your own fragment.

When a model picks up the fragment place the marker next to the model holding it (please note if the model is part of a unit you cannot freely move it around the unit, see handing off the fragment below)

Units carrying a fragment cannot fly or be teleported/redeployed using any special rule but otherwise can move, run and charge as normal.

Units immune to damage cannot pick up a relic (carrion flying high etc)

Once at the end of a movement phase you can hand the fragment to another friendly model if both models are in base to base contact and not within 3" of the enemy.

If a model is killed whilst holding the fragment the fragment is dropped and placed in the centre of where the model was before being removed.

Warp Charge

The compass fragments are leaking fell energy which causes units holding them to become charged with warping energy as they continue to hold onto it.

At the beginning of your hero phase place a warp charge marker next to every one of your units within 3" of a fragment or a reliquary holding a fragment (it doesn't matter if the fragment is yours or theirs but only add markers to your units in your Hero phase)

Then roll a dice for each fragment on a 4+ each unit within 6" with one or more warp charge markers take D3 mortal wounds per warp charge marker they have. Finally remove the markers from the units which were caught in the pulse.

If the roll is 3 or less then no damage will be suffered but the markers are not removed. Units can have more than one static charge marker just keep adding markers to units as they receive more warp charges.

Example

It's Player A's turn, Player A's unit is holding a fragment and already has 1 warp charge marker.

Player B has a unit with 3 warp charge markers also within 3" of the fragment.

Player A places a marker on his unit, Player B does not add a charge marker to his unit as it's not his Hero phase.

Then Player A rolls a dice for the Fragment and scores a '4' causing the fragment to pulse with energy, Player A rolls 2D3 for his unit and suffers this many Mortal wounds then Player B rolls 3D3 for his unit and suffers this many mortal wounds. Finally both players remove all the markers from these units. If Player A rolled a '3' then no damage would have been taken and no markers would have been removed.

Victory!

At the end of battle round 5 if you hold your opponents fragment and they do not hold yours then you win a **major victory!** And the other player scores a **Defeat!**

If at the end of any battle round if the model holding your opponents fragment is in base to base contact with the reliquary in your deployment zone and they do not hold your fragment then you automatically win a **major victory!** And the other player scores a **Defeat!**

Any other result both players score a **draw.**

Battle Plan 6 – Battle for the All points

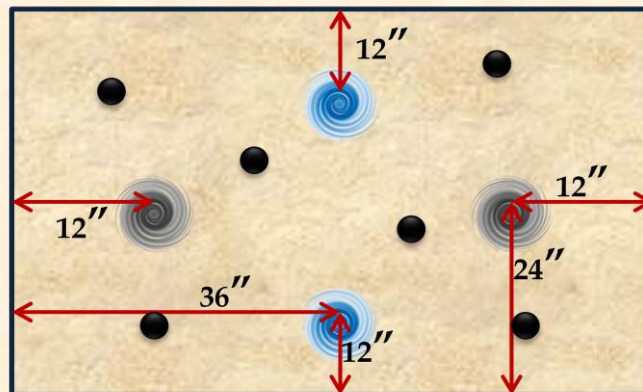
The compass is combined the way to the All points and control of the realms within your grasp. This is the final battle... those who emerge victorious will dominate the Realms!

The Battlefield

This battle takes place in the nexus of Realm Gates in the realm of Hysh which lead to the All points, with the compass remade you must vie for control of the gates and clear the area of any enemy forces. However time is off the essence; Archaon has commanded his Gaunt Summoner's to bring the gates down from the realm of chaos!

Set up the battlefield as the map below, place the 4 realm gates on the portals in the diagram below. Then dice off and starting with the winner of the roll alternate placing terrain roughly on the black spots on the map ensuring no terrain is within 6 inches of another – if it's not possible rotate or push terrain so it's possible but the centre of the realm gates must be in the correct position as shown.

If you don't have 4 realm gates then pick some suitable pieces from your terrain and agree to use them as "counts as"



Set-up

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. See below.



Starting with the Player that lost the dice roll each player must state if they will be using a summoning pool and what makes up that summoning pool. (Remember to inform your opponent all weapon options and command etc when stating your summoning pool)

The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory

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

Baleful Realm Gates

Each Realm gate on the board uses the terrain warscroll for the Baleful Realmgates with the following exceptions

“Hazardous journey”

Instead of choosing which gate to arrive from, roll a dice

- on a 1 your opponent picks the gate you emerge from
- on a 2-3 then randomise which other gate you emerge from and
- on a 4+ pick where you emerge as normal or you can choose any table edge

Please note - if you cannot set up the unit within 6 of a gate then the unit will re-emerge from the gate they entered but you must still roll for the models to see if they are lost

“Commanding the gate”

In addition a Wizard or Priest within 6” gives you a re-roll when travelling to see where you can emerge

Archaon’s Fury

If at the start of battle round 3 one gate will collapse from the grey portals on the map, randomise which gate will collapse, remove it from play and inflict D6 mortal wounds on all units within D6” of it.

Victory!

The game lasts for 5 battle rounds.

The player who controls the most realm gates (see scoring and scoring units) at the end of the game scores a **major victory!** And the other player scores a **Defeat!**

Models with the **Hero or Monster** keyword do not count as scoring units in this scenario

Any other result both players score a **draw.**