



FALLS CHURCH, VIRGINIA

March 17th 2018





Within Shyish, the Knight of Shrouds known as Callistus Coldheart has been tasked by the Mortarch Arkhan with overseeing the supply of realmstone to the Helfire Gate. This is a vital realmgate that bridges the gap between the Realm of Death and Aqshy. Using the realmstone, Callistus has been able to build a network of black pyramids and pylons which hold the magic of the realms in check, essentially barring the gate from their end. As the ominous signs of the Time of Tribulations continues, the fighting within the Realm of Fire builds to a crescendo, threatening to pour over into Shyish. Though there are other routes in, the Helfire Gate sits perilously close to Nagashizzar, and so must be held at any cost.

Confident in his control of the area, Callistus has overlooked several smaller forces that have slipped through hidden passages, and now threaten his plans. Following portents from the dark gods, Gorkamorka and Sigmar, the forces of Chaos, Destruction, and Order within Shyish have been led towards the skeletal supply lines of Callistus Coldheart. If they're able to sufficiently disrupt the supply of realmstone to the gate and topple enough of the pylons that stand before it, they may be able to open the Helfire Gate from their end, allowing their forces to pour through and reinforce them. Though the forces of Chaos, Destruction, and Order fight towards a common cause now, there can only be one victor, for whoever is able to wrest the gate into their control will surely suffer no contenders to their dominance. For Callistus, this failure would mean eternal torment at the hands of his master, or worse yet, dissolution.

Will the way stay barred by the hands of Death, or will one of the other Grand Alliances gain a vital beachhead within Shyish?

GRAND ALLIANCE MOTIVATIONS



Order: While death may not ultimately be the end of everything, an unlife of eternal servitude is not acceptable to any of the races of the Grand Alliance of Order.



Destruction: The spread of the cold hand of Death through the Mortal Realms would end any chance of the huge fights that are enjoyed by the forces of Destruction and none of them want to countenance that! Besides, stopping the minions of Nagash means everyone will be having an enormous fight very soon and that's definitely something that Gorkamorka will approve!!



Chaos: A myriad of purposes guide the forces of Chaos in their journey to the Helfire Gate. Life, at least a bloated and diseased version of life needs to be introduced to the dead realm. The Helfire Gate links many realms and would be an efficient place to twist the strings of reality. Perhaps the god (goddess?) of excess can be found there! In any case, whatever the motivation, Shyish is a good place to collect skulls! And wherever you travel in the Mortal Realms, you can always find rats!



Death: Nagash has commanded that realmstone be supplied to the Helfire Gate. It will be done!

NEO'S WELCOME

COALESCENCE: MALIGN PORTENTS

As you read through this players pack you may note that the overall victory does not require you to crush your enemies and win all your games. Coalescence: Malign Portents is based on what you bring to the hobby (painting, converting), the decisions you make before and during your games, and how you interact with your opponents.

Victory will not always mean smashing your opponent off the table, even though Age of Sigmar is a game of winning battles! There will be prizes that reward story, painting, and battlefield strategy.

Coalescence: Malign Portents is being run around the world on the same weekend, and our results will be submitted to the global narrative!

DATE

Coalescence: Malign Portents will be held on Saturday, March 17th.

EVENT REGISTRATION

Attendance is secured by contacting coalescencefcva@gmail.com with intention to attend. Admission to the event is free.

TOURNAMENT ORGNAIZER CONTACT

If you have any questions about the rules pack or the event in general, please don't hesitate to contact the event organizer Brian Orban via email (coalescencefcva@gmail.com).

DINNER EVENT

The event will take a dinner break between 5:00 and 6:30 between games 2 and 3. During this time all participants are invited to dine at Hot and Juicy restaurant of Falls Church VA for a St. Patrick's Day celebration.

AWARDS

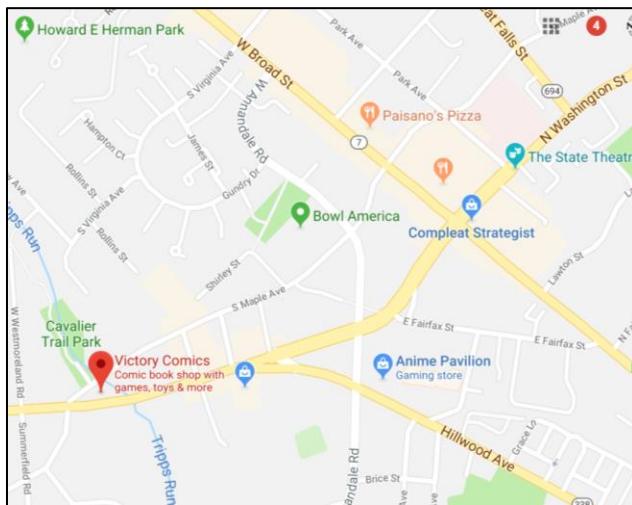
All awards will be presented after event cleanup at Hot and Juicy restaurant in Falls Church, VA, no later than 10:00 pm.

SCHEDULE

1:00 – 1:30	Registration and Event Kickoff	5:00 – 6:30	Optional Dinner, Hot and Juicy restaurant
1:30-3:00	Game #1, Blood Moon Rising (1000 pts)	6:30 – 8:30	Game #3, Control or Die (1500 pts)
3:00-5:00	Game #2, They Came From Below (1250 pts)	9:00 – 10:00	Wrap Up and Awards, Hot and Juicy restaurant

VENUE

Victory Comics in Falls Church, VA will host this event. The store has ample parking and is near the East Falls Church metro station. To arrange transportation from the Metro station please contact Brian Orban at coalescencefcva@gmail.com.



ARMY SELECTION

You will need to select three armies that fit into the following points brackets:

- 1000 points
- 1250 points
- 1500 points

If you bring a Harbinger to Coalescence: Malign Portents, **it does not count toward your points limit** (it's free). The event will use Prophecy Points.

The three lists should conform to the following standards:

- The models in any one list do not have to be featured in the others. This will represent the changing nature of your force as units are killed or new units are brought in.
- The 1250 and 1500 point forces will use the Battleline requirements of a Vanguard (1000 point) force and all other requirements of a Battlehost (2000 point) force.
- The armies should conform to the Matched Play restrictions although special consideration may be given for armies that are theme/story driven – please email the event organizer at coalescencefcva@gmail.com if you have a non-matched play army you would like to use.

NARRATIVE NOTES

For full consideration in the Best Narrative prize, please email the following to the event organizer (coalescencefcva@gmail.com). All information will be posted on the Victory Gamers website.

- **WHAT IS YOUR GENERAL'S NAME?** Make the story more personal by naming your General. As the event goes on, you may even want to give your units names for crazy things that unfold on the battlefield, or on past battlefields!
- **WHY DO THEY FIGHT?** What is your General's intent on reaching the Helfire Gates? Does it align with one of the Grand Alliance Motivations?
- **MULTIPLE MODELS PER HERO** Your General or other heroes remain the same throughout the event, but can be represented by more powerful models as the battle sizes increase.

WHAT YOU NEED TO BRING

- 3 copies of your army lists (printed, Azyr, or Scroll Builder is fine)
- Your Army
- Measuring Tape/Ruler
- Dice and Counters
- Army Books (if any)

AWARDS

There will be a number of awards on offer during Coalescence: Malign Portents:

- Best Overall – Most Achievement Points
- Best General – Most victory points scored through mission victories (primary) and kill points (*secondary*)
- Best Narrative – Most entertaining/strongest/creative narrative for their army joining Malign Portents (*judge's choice*)
- Best Painted – Highest overall quality to miniature painting throughout the army (*peer selected*)



EVENT SCORING

BEST OVERALL (ACHIEVEMENTS)

The overall event scoring is based around achievement points. The key points are that any achievement can only be gained once during the event (*not once per game*). Achievement scoring will be signed off by your opponent at the end of the battle so please spend a few minutes at the end of each game going over the achievements.

BEST GENERAL (VICTORIES)

Best General will be determined by their victories on the battlefield (and kill points if the two players end with the same victory points).

MAJOR VICTORY: 20 points

DRAW: 5 points

Major Loss: 0 points

MINOR VICTORY: 10 points

MINOR LOSS: 2 points

ADDITIONAL RULES

DREAD SOLSTICE

Coalescence Malign Portents will fall into Week #5 of the Dread Solstice campaign. Closer to the date your Tournament Organiser will let you know if these rules will come into effect.

REALM OF BATTLE: SHYISH, THE REALM OF DEATH

The following Realm of Battle rules can be used for battles fought in the Mortal Realm of Shyish, also known as the Realm of Death. Named characters CAN use Shyish Command abilities and spells (if **WIZARD**).

REALMSPHERE MAGIC: **WIZARD**s know the following spell in battles fought in this realm, in addition to any other spells that they know.

PALL OF DOOM: Pall of Doom has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Subtract 2 from the Bravery characteristic of the unit you picked until your next hero phase.

REALM COMMANDS: Your general can use one of the following command abilities in battles fought in this realm, instead of any command abilities that they are normally allowed to use.

HONOUR THE DEAD: If your general uses this command ability, pick a friendly unit that is within 12" of them and roll a dice. If the dice roll is less than the number of models that have been slain from the unit you picked, add 1 to the Attacks characteristic of weapons used by that unit until the end of the turn.

SOUL-FORCE SACRIFICE: If your general uses this command ability, pick a friendly unit that is within 3" of them. Allocate any number of wounds to that unit – you can heal 1 wound that has been allocated to your general for each wound that you allocate.

REALMSCAPE FEATURES

At the start of the battle roll a dice and look up the result on the table below to see which realmscape feature rule applies to both armies for the battle.

D6 Realmscape Feature

- 1 **Barren Moorland:** This realmscape feature has no effect on the battle.
- 2 **Life-leeching:** At the start of your hero phase, roll a dice. On a 6+ pick an enemy unit. That unit suffers D3 mortal wounds.
- 3 **The Winds of Death:** At the start of your hero phase, roll a dice. On a 6+ pick an enemy unit and roll a dice for each model in it. For each 5+ that unit suffers 1 mortal wound.
- 4 **Haunted Realm:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any terrain features, in addition to any other scenery rules the terrain features have.
- 5 **Eternal War:** Add 1 to the Bravery characteristic of all units.
- 6 **Aetheric Tremor:** Add 1 to casting rolls.

THE POWER OF DEATH



As Nagash's grand ritual draws nearer to completion, death magic is stirred up to the point where it rages like an aetheric hurricane. Yet as armies of every ilk descend into this magical maelstrom to do battle, their deaths merely add fuel to the balefire. On hundreds of battlefields, fell necromantic energies are unwittingly unleashed.

In order to determine the effects of the power of death in your games, make a note whenever a unit is slain on the battlefield. At the start of the following hero phase, the player whose turn is taking place rolls a D6 and adds 1 to the score for each unit (friend or foe) that was destroyed in the previous turn. The player then consults the table below to see what effect the power of death has in their turn.

No roll is made on a turn in which no units were slain in the previous turn (*such as during the first turn of the first battle round, for example*).

D6 + Units Slain	Effect
2	Withering Wind: Units on the battlefield (friend and foe) suffer 1 mortal wound.
3	Stolen Hours: Pick a friendly model and heal D3 wounds that have been allocated to it.
4	Arcane Surge: Add 1 to casting rolls this phase.
5	Kiss of Death: Pick an enemy unit on the battlefield. That unit suffers D3 mortal wounds.
6	Dance of the Dead: Pick a friendly unit and move it as if it were the movement phase. It cannot run when it makes this move, but can move again later in the same turn.
7	Legacy of Nehek: Pick a friendly unit that is not a HERO. Roll a D6; you can either heal that many wounds that have been allocated to that unit or, if no wounds are currently allocated to it, you can return a number of slain models to the unit that have a combined Wounds characteristic equal to or less than the number rolled.
8	Soul Drain: Pick an enemy unit on the battlefield and roll a dice for each model in it. That unit suffers 1 mortal wound for each 5+.
9	Unholy Vigour: Pick a friendly unit. That unit can immediately pile in and attack as if it were the combat phase. If you pick a DEATH unit, it can also attempt to make a charge move as if it were the charge phase before piling in and attacking.
10+	Cheating Death: Pick a friendly unit that has been destroyed and whose models have a combined Wounds characteristic of 10 or less (for example, a unit comprising one 10-wound model, five 2-wound models or ten 1-wound models). Set this unit up as a new unit anywhere on the battlefield that is more than 9" from any enemy models. This unit cannot move in the following movement phase. Note that the controlling player does not need to pay reinforcement points for this unit in pitched battle games.

MALIGN PORTENTS

PROPHECY POINTS (PP)

At the start of each battle round, players generate a pool of prophecy points. These can be expended over the course of that battle round to interpret signs (see opposite). Any unspent prophecy points are lost at the end of that battle round. To determine the number of prophecy points they generate, each player rolls a D6 and adds the following cumulative modifiers, as appropriate:

- If the battle is being fought in Shyish, the Realm of Death: +3
- If a HARBINGER from your army is on the battlefield: +3
- If a HERO from your army is garrisoning a Warscryer Citadel: +3
- For every PRIEST or WIZARD from your army that is on the battlefield: +1

For example, Deke and Liam are fighting a battle in the Realm of Death (+3 PP), so each will generate a pool of at least D6+3 prophecy points at the start of each battle round. In the first battle round, Liam's has a Lord-Ordinator (+3 PP), who is garrisoning a Warscryer Citadel (+3 PP), earning him an additional 6 prophecy points in the first battle round. Deke's army includes a Fungoid Cave-Shaman (+3 PP, +1 PP) and another two (+2 PP), also earning him an additional +6 prophecy points.



GUIDING MALIGN PORTENTS

At the start of the first battle round, each player can either choose, or roll a dice to determine, their guiding Malign Portent, representing the dark omen that has brought their army to this battle. It is possible for both players to be guided by the same Malign Portent.

D6	Guiding Malign Portent
1	The Falling Star
2	The Bloodied Skull
3	The Black Void
4	The Balemoon
5	The Writhing Serpent
6	The Red Mist

INTERPRETING THE SIGNS

Each Malign Portent can be interpreted in a number of different ways; to represent this, there are six signs associated with each Malign Portent. The signs all have a cost in prophecy points in order to be interpreted successfully, ranging from 1-5. Players can only interpret signs from the Malign Portent that is guiding their army, and can only interpret each sign once per turn, though they can interpret more than one sign in the same turn if they have sufficient prophecy points to do so.

Each sign will clearly state when it can be interpreted. To interpret a sign, pick a friendly HERO to be the interpreter and state which sign you wish for them to interpret, then reduce your pool of prophecy points by the appropriate amount (to a minimum of 0). If you do not have enough prophecy points for a specific sign, you cannot use it.

THE FALLING STAR

The falling star is an omen sought by astromancers, prophets and visionaries of all races. Those wise enough to read into its effects on the celestial vault can foretell the future with unnatural clarity, even in the midst of battle.

2 Forewarned is Forearmed

PP Interpret this sign immediately after failing a save roll for the interpreter. Reroll that save roll.

Guardian's Truth

3 Interpret this sign immediately after a friendly unit wholly within 18" of the interpreter suffers a mortal wound.

PP Roll a D6 for that mortal wound, and for each other mortal wound inflicted on the unit for the rest of the phase: on a 5+ the wound is negated.

4 Aurora Mortalis

PP Interpret this sign in your hero phase after rolling on the Power of Death table (pg 49). Add 1 to that roll.

Portent of Far

5 Interpret this sign immediately after picking a friendly unit wholly within 18" of the interpreter to shoot in your

PP shooting phase. In that phase, add 1 to hit rolls for that unit.

Second Sign of Amul

3 Interpret this sign at the start of the combat phase. Pick a friendly unit wholly within 18" of the interpreter.

PP In that phase, re-roll save rolls of 1 for that unit.

1 Superstition Proved Right

PP Interpret this sign immediately after failing an unbinding roll for the interpreter. Re-roll that unbinding roll.

THE BLOODED SKULL

The sight of a skeletal visage drenched in blood becomes ever more frequent, in waking hours as well as in dreams. It is a sign of painful deaths to come, and the dark side of Shyish running rampant. Heed its warning well...

3 Precursor Wound

PP Interpret this sign immediately after your opponent allocates a wound to a model from their army that is within 6" of the interpreter. That model suffers 1 mortal wound.

4 Creeping Death

PP Interpret this sign in your hero phase. Pick an enemy unit wholly within 18" of the interpreter and roll a dice for each model in that unit. That unit suffers 1 mortal wound for each 6+.

Clawing Hands

2 Interpret this sign at the start of your opponent's movement phase. Pick an enemy unit wholly within 24" of the interpreter. In that phase, that unit cannot run and its Move characteristic is halved (rounding down). This sign has no effect on units that can fly.

1 Strata of Screaming Skulls

PP Interpret this sign at the start of any battleshock phase. In that phase, subtract 1 from the Bravery characteristic of all units (friend and foe). If both players interpret this sign in the same phase, the effects are cumulative.

The Dead Walk the Earth

1-5 Interpret this sign at the start of your hero phase. Pick a friendly unit with Wounds characteristic of 5 or less that is within 6" of the interpreter. Return 1 slain model to that unit. The cost in prophecy points to interpret this sign is equal to the Wounds characteristic of the model you returned to the unit.

5 Shield of Bones

PP Interpret this sign at the start of any combat phase. Pick a friendly unit wholly within 18" of the interpreter. In that phase, ignore the Rend characteristic of attacking weapons when making save rolls.

THE BLACK VOID

The Black Void is seen as a yawning hole, a toothy maw, a dark maelstrom, and even the den of a colossal spider by those who witness it. It embodies the inevitability of death, and the inescapable pull of oblivion.

2 PP Hastening the Inevitable

Interpret this sign in your movement phase. Pick a friendly unit wholly within 18" of the interpreter. In that phase, that unit can move as if it could fly.

4 PP Doom and Darkness

Interpret this sign at the start of your opponent's shooting phase. In that phase, the range of missile weapons is reduced by 6", to a minimum range of 3".

3 PP Ashes and Dust

Interpret this sign at the start of your opponent's hero phase. In that phase, the range of command abilities is reduced by 6".

3 PP The Jaws of the Trap

Interpret this sign in your charge phase. Pick a friendly unit that retreated earlier in the turn and is wholly within 18" of the interpreter. In that phase, that unit can make a charge move.

1 PP Invisible Gheists

Interpret this sign in any hero phase. Pick an enemy unit that is within 12" of the interpreter and is on, arrisoning, or within 3" of a terrain feature. That unit suffers 1 mortal wound.

5 PP Shield of Bones

Interpret this sign at the start of any combat phase. Pick a friendly unit wholly within 18" of the interpreter. In that phase, ignore the Rend characteristic of attacking weapons when making save rolls.

THE BALEMOON

The glowering balemoon leers from the skies, its unblinking stare boring into the souls of all. Its maddening visage spreads lunacy, terror and maladies through the ranks of those who march beneath its light.

2 PP Sum of All Fears

Interpret this sign at the start of any battleshock phase. Pick an enemy unit wholly within 18" of the interpreter. In that phase, subtract D3 from that unit's Bravery characteristic.

4 PP Shades of Death

Interpret this sign at the start of any combat phase. Pick an enemy unit wholly within 18" of the interpreter. In that phase, subtract 1 from hit rolls for attacks made by that unit.

5 PP The Weeping Moon

Interpret this sign at the start of your opponent's turn. In that turn, subtract 1 from the Move characteristic of, and the run and charge rolls for, enemy units.

3 PP Siren Screams

Interpret this sign at the start of your opponent's movement phase. Pick an enemy unit wholly within 18" of the interpreter. In that phase, that unit cannot retreat.

1 PP Ravening Hunger

Interpret this sign in any battleshock phase. Pick an enemy unit wholly within 18" of the interpreter after one or more of its models flee as a result of a battleshock test. An additional model from that unit flees.

3 PP Don't Go Out Alone

Interpret this sign at the end of your opponent's movement phase. Pick an enemy unit wholly within 18" of the interpreter that is more than 6" away from any other enemy units. That unit suffers D3 mortal wounds.

THE WRITHING SERPENT

The skeletal serpent – writhing, spasming and cackling in evil glee – is a symbol of spite, wickedness and unforgiving hatred. Some say it is a familiar spirit of Nagash, and that only the gifted can escape its malignance.

The Black Spot

- 2** Interpret this sign in any combat phase, immediately after picking the interpreter to fight. Pick an enemy HERO within 1" of the interpreter. In that phase, re-roll wound rolls of 1 for attacks made by the interpreter that target that enemy HERO.

Malignance Made Manifest

- 3/5** Interpret this sign in your hero phase. Pick an enemy HERO within 6" of the interpreter. Roll a number of dice equal to the number of wounds that are currently allocated to that model. For each 6+ that model suffers 1 mortal wound. This sign costs 3 prophecy points, or 5 if you target an enemy MONSTER HERO.

False Portent

- 1** **PP** Interpret this sign immediately after an enemy WIZARD casts a spell. The interpreter can attempt to unbind that spell as if they were a WIZARD.

No Rest for the Wicked

- 4** **PP** Interpret this sign in your opponent's charge phase, immediately after they make a charge roll for a unit that is wholly within 18" of the interpreter. Your opponent must re-roll the dice.

Thrive in Adversity

- 3** Interpret this sign in any combat phase after picking a friendly unit to fight that is wholly within 18" of the interpreter and has had one or more wounds allocated to it earlier in that phase. In that phase, add 1 to hit rolls for that unit.

Dazzling Insight

- 5** **PP** Interpret this sign in your hero phase. For the rest of the turn, subtract 1 from hit rolls for enemy units while they are wholly within 9" of the interpreter.

THE RED MIST

The red mist is the portent of nature twisted and turned against the living, the elemental forces of reality made into a lethal enemy. Those who foresee its fury can better avoid it – or make use of it to assail their enemies.

Knowledge of Dark Lightning

- 5** **PP** Interpret this sign in your hero phase. Pick an enemy unit anywhere within 18" of the interpreter. That unit suffers D3 mortal wounds.

Deathly Swarm

- PP** Interpret this sign in your hero phase. The closest enemy unit within 12" of the interpreter suffers 1 mortal wound.

Wind of Death

- 4** **PP** Interpret this sign in your hero phase. Roll a dice for each unit (friend or foe) on the battlefield. On a 6+ the unit being rolled for suffers 1 mortal wound.

Entangling Black Roses

- 2** **PP** Interpret this sign in your opponent's movement phase immediately before they retreat with a unit that is wholly within 18" of the interpreter. Your opponent must choose for that unit to either remain stationary that phase or retreat as normal. If they choose for that unit to retreat, the unit suffers D3 mortal wounds after the move has been completed.

Cold of the Grave

- 3** **PP** Interpret this sign in your opponent's charge phase, immediately before they make a charge roll for a unit that is wholly within 18" of the interpreter. That charge roll is reduced to 1D6.

Deathly Sandstorm

- 3** **PP** Interpret this sign at the start of your opponent's shooting phase. In that phase, subtract 1 from hit rolls for enemy units that are wholly within 12" of the interpreter.

ACHIEVEMENTS

Best Overall will go to the player who scores the most achievements throughout the day. This means the winner could come from anywhere. Be warned though; getting every Achievement is probably not possible, and to gain the most Achievements you will probably need to do things in games that would not normally seem sensible. The idea is to promote fun games where the unexpected happens, and show off the narrative side of AoS.



GENERAL-SHIP ACHIEVEMENTS

- 1. Double Up! – Win the double turn
- 2. Runaway! – Retreat from Combat
- 3. Crash Landing! – Kill a flying unit
- 4. One Man Army – Charge a lone Leader into a unit of 20+ models
- 5. None Shall Pass - Roll a natural double 6 on a dispel roll
- 6. Amateur Spellcaster – Fail to cast Arcane Bolt and Mystic Shield in the same turn
- 7. Total Power – Roll a natural double 6 on a casting roll
- 8. Mischief - Roll a natural double 1 on a casting roll
- 9. Eager Beaver – Complete a turn 1 charge
- 10. Whiffed! – Declare a charge and fail it
- 11. Super Charged! – Perform a max distance (double 6) charge
- 12. Heroic Duel – Kill a Leader with your General
- 13. Totes Morts - Inflict 3 mortal wounds on a D3 roll
- 14. Splat! – Kill a multi-wound model with one shot/hit from a weapon
- 15. Oh! You Want Some Too!? - Split a units combat attacks between 2 enemy units
- 16. Befuddled - Fail a Mystical test from a Mysterious Landscapes terrain piece
- 17. Terrible Terrain – Lose a model to a Deadly Terrain test
- 18. Death by a Thousand Cuts – Kill a Leader or Behemoth with a Battleline Unit
- 19. Chop off the Head – Kill a Leader model (Wounds 1-6 = 1AP, 7-14 = 2AP, 14+ = 3 AP)
- 20. Monster Hunter – Kill a non-Leader Behemoth model (Wounds 1-4 = 1AP, 5-9 = 2AP, 10+ = 3 AP)
- 21. Over to you – Allow your opponent to go first if you win a Priority Roll
- 22. Scenery Spice! - Make use of a scenery special rule (1AP for each scenery piece utilised from Damned, Arcane, Inspiring, Mystical and Sinister up to a maximum of 5)
- 23. Realmshere Magic - Wizard successfully casts Pall of Doom
- 24. Cheating Death - Roll a 10+ in your The Power Of Death roll check
- 25. Interpreting The Signs - Spend 10 Prophecy Points (PP) throughout the battle
- 26. Cold Feet - Fail a charge of 4" or less
- 27. First Blood – Kill the first model of the game
- 28. I'm Not Scared! – Pass a Bravery Test with a 1
- 29. Over Kill – Totally wipe-out your opponent's army

SPORTS ACHIEVEMENTS

- 1. Turncoat – Give your opponent advice on what he can do to beat your army
- 2. The Written Word – Write background fluff for your army (should include your army lists)
- 3. Dude! That's Cocked – Allow your opponent to reroll any one dice
- 4. Puppy Dog Eyes – Let your opponent go back and do something they forgot
- 5. InstaFace – during the day show off your games on social media with the **#MPCGNE18**
- 6. After You – Decline the double turn
- 7. After You, I insist – If your opponent declines the double turn opportunity, insist he takes it

ARMY SELECTION

- 1. Big Beastie – Include a Behemoth in your army
- 2. Battleline – Include 5 or more Battleline units
- 3. Faction Specific – Stay in faction when picking your army
- 4. Ben-Hur! – Bring a Chariot
- 5. Double Trouble – Include 2 identical Leader choices
- 6. Mounted for your Pleasure – Include a unit of Cavalry
- 7. Terror from the Skies – Include a unit that can fly
- 8. One of a Kind – Have no duplicate unit entries in your list
- 9. Master Builder – Include a Battalion in your army
- 10. That's My Boy – Include a Named Character (e.g. v)
- 11. Master of Magic – Include a unit with the Wizard or Priest keyword
- 12. Here be Dragons – Take 2+ units with keyword Monster in your army
- 13. Allied – Include one or more units from different factions in your army
- 14. Big Guns Never Tire! – Include a unit with the Warmachine keyword
- 15. Flag Waver – Include a unit with the TOTEM keyword
- 16. Prophet - Include a Harbinger in your army
- 17. Arcane Construction - Bring a Warscryer Citadel to use throughout the day



BATTLEPLAN #1: BLOOD MOON RISING (1000PTS)

READ BEFORE BATTLEROUND 1: *The lands surrounding the Helfire Gate are vast expanses of barren lifelessness but that hasn't stopped a handful of forces making their way towards it. However, they have been spotted and will soon be caught in an ambush!*

As the Blood Moon enters the sky, the trap is sprung! But maybe not all is at it first seem. Perhaps the marauder interpreted the portent of the Blood Moon...

THE ARMIES

Each player picks an army, and then they must determine who will be the ambusher and who will be the marauder. Each player rolls a dice, and whoever rolls higher can pick who will be the ambusher and who will be the marauder.

AMBUSHER'S OBJECTIVES

A vast enemy army is on the warpath near your territory. You have consulted every oracle to glean a glimpse of the future, yet all signs point to their forces passing by without infringing upon your borders. Nevertheless, the marauding army serves your mortal foes, and any act of aggression on their part simply cannot be ignored. You now march at the head of two armies, and have been tasked with the enemy warhost's total annihilation. The souls of countless thousands of your people slain over the ages by these most bitter of foes cry out for vengeance; do not fail in your task.

MARAUDER'S OBJECTIVES

The blood moon rises and the murder time is almost upon you. You have gathered a mighty host and led them towards a distant conquest, yet unworthy opponents have foolishly attempted to bar your path to either side of your army. Though their lives are not those you set out to take, it matters little – their deaths will have to suffice, for the blood moon is almost at its apex...

THE BATTLEFIELD

The battle takes place in a barren wasteland, with only a few barrows, mausoleums and desiccated trees littering the battlefield. The land is covered with thick layer of gravedust, which is slowly congealing into a thick red paste as droplets of blood begins to rain from the skies.

SET-UP

Before setting up, the ambusher must divide their army into two groups consisting of a roughly equal number of units. The ambusher then sets up all of the units in one group first, anywhere wholly within one of their territories. The marauder then sets up all of their units, anywhere wholly within their territory. Finally, the ambusher sets up all of the units in their second group anywhere wholly within their opposite territory.

FIRST TURN

The marauder can choose which player takes the first turn in the first battle round.

VICTORY

Do not use any of the victory conditions from the Warhammer Age of Sigmar rules sheet. The battle lasts for five battle rounds. If one player has no models on the battlefield at the end of a battle round, the battle ends and their opponent wins a major victory. Otherwise the marauder wins a minor victory.

HATED FOES

Bitter conflicts of the past are still fresh in the minds of the ambushing warriors, and they will waste no opportunity to repay their blood debt in full. Re-roll hit rolls of 1 for the ambusher's units when attacking the marauder's units with melee weapons.

THEIR TIME APPROACHES...

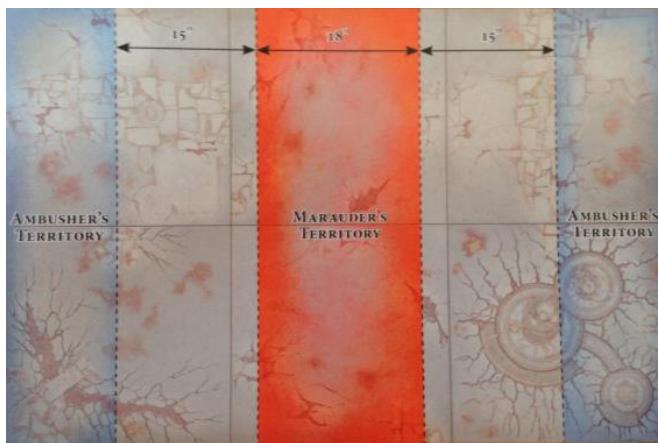
As their promised time approaches, the confidence and bloodlust of the marauder's warriors grows exponentially. Add the number of battle rounds that have been completed to the Bravery characteristic of the marauder's units when taking battleshock tests.

THE BLOOD MOON

The Blood Moon passing overhead is a long-awaited sign for the marauder's warhost. If you are using the Malign Portents rules, the marauder generates additional prophecy points at the start of each battle round as follows:

- 1st battle round: +1 prophecy point
- 2nd battle round: +D3 prophecy points
- 3rd battle round: +D6 prophecy points
- 4th battle round: +D3 prophecy points
- 5th battle round: +1 prophecy point

In addition, any signs from the Balemoon Malign Portent cost 1 less prophecy point (to a minimum of 1) in this battle.



BATTLEPLAN #2: THEY CAME FROM BELOW (1250PTS)

READ BEFORE BATTLEROUND 2: *The fight has been long and exhausting. The detritus of battle stretches in a thin line to the horizon; a scar recording the slow grind towards the Helfire Gate.*

It is in sight but still too far away to be held by either side and with renewed vigour both are furiously trying to best their opponent and win the race to the gate!

THE ARMIES

Each player picks an army, and then they must determine who will be both the protector and the adversary, and who will be the stoic. Each player rolls a dice, and whoever rolls higher can pick who is the protector and the adversary, and who's the stoic.

THE BATTLEFIELD

The battle takes place in a barren wasteland, with only a few barrows, mausoleums and desiccated trees littering the battlefield.



PROTECTOR'S OBJECTIVES

You have been engaged in bloody battle for many hours in defence of your lands, and your enemy's resolve at last begins to wane. However, a new force has revealed itself that – though not your own people – may yet help to break the strength of your enemies in this land for many years to come. But until they join the battle, there are still more than enough foes to fight.

ADVERSARY'S OBJECTIVES

Fate has revealed your presence to the warring factions in these lands, and conflict seems to be unavoidable. Yet the power of your army will be more than enough to dictate the outcome of the ongoing battle, if you move swiftly to make the most of your sudden arrival.

STOIC'S OBJECTIVES

Your opponents think you all but beaten, yet friendly reinforcements are already streaming towards the melee even as you exchange blows. However, it seems that your enemies too are not alone.

A new adversary approaches, and could yet undo all that you have fought for. The only solution is to kill, kill and kill again until none remain that can contest your dominance of these lands.

DUAL COMMAND

Once they have finished setting up, the player commanding both the protector's and adversary's forces can nominate one of the models they have set up in each of the territories to be the general of that force.

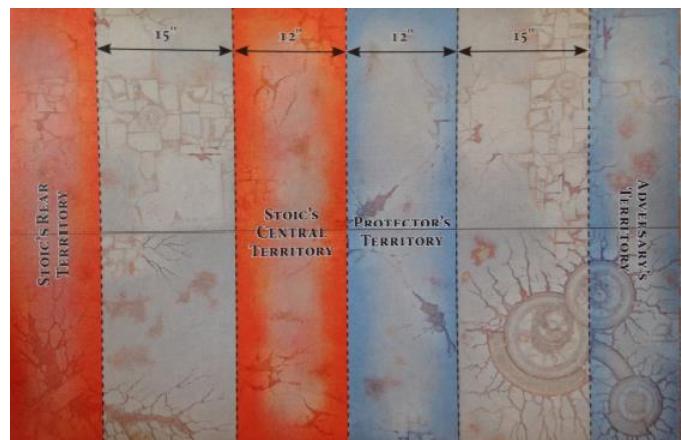
Each of these models can use a command ability in the hero phase as normal. However, a general's command abilities can only affect units from their own force.

FIRST TURN

The stoic can choose which player takes the first turn in the first battle round. In the first battle round, units set up in the stoic's central territory or the protector's territory cannot move, though these units can still charge and pile in as normal.

VICTORY

Use the rules for Glorious Victory on the Warhammer Age of Sigmar rules sheet to determine the winner. However, the rules for sudden death victories are not used.



BATTLEPLAN #3: CONTROL OR DIE (1500PTS)

READ BEFORE BATTLEGROUNDS 3: *The end is close. The armies have arrived at their goal; the nexus point known as the Helfire Gate. Black pylons surround the gate and occasionally spark with unnatural energy.*

Callistus Coldheart knows that the gate must be held or he will endure the vitriol of the Great Necromancer for the rest of eternity. Every last creature under his command has been summoned to the Helfire Gate.

None of the forces of Order, Destruction and Chaos are unlimited and they are all desperately in need of reinforcements. There is no option but for each of them to commit every last warrior into taking the gate for themselves.

Whoever holds the Helfire Gate at the end of the battle will triumph!

SET UP

Both players roll a dice, rolling again in the case of a tie, the player that rolls higher decides which territory each side will use.

The player's alternate setting up units one at a time, starting with the player that won the earlier dice roll. Models must be set up more than 6" from enemy territory.

A unit cannot be set up (at any point in the game) within 9" of any objective.

Continue to set up units until both players have set up their armies. If one player finishes setting up first, the other player sets up the rest of their units, one after the other. Whoever finishes setting up first decides who takes the first turn.

CONTROL OR DIE

The pylons (objectives) are connected by the power of Nagash. In your Hero phase, any Hero can manipulate the objectives if they are wholly within 3" of it, if they do so roll a D3 to decide which of the other 3 objectives will be affected. Any units within 6" of the objective that has been rolled suffer D3 Mortal Wounds as the power is transferred. Units with the DEATH keyword only suffer 1 Mortal Wound.

If you choose your Harbinger to manipulate the pylon, you can choose to re-roll which Objective will be affected.

The more objectives you control, the more you are able to interpret the signs, for each pylon you control in your Hero phase, you can (if you are playing with it) add +1 to Power when rolling on the Power of Death table.



MALIGN PORTENTS

If this battle is taking place during the Time of Tribulations, you can use the Malign Portents rules, but instead of generating prophecy points randomly at the start of each battle round, players receive an equal number of prophecy points depending on the size of the game. For every 500 points of the agreed limit for the game, players receive 3 prophecy points at the start of each battleground.

EG: in a 1500 point a side game, the player will receive 9 prophecy points.

VICTORY

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead, at the end of each of your turns you score a number of Victory Points equal to the number of objectives you control (See below).

To control an objective, you must have any unit within 3" of it and there must be no enemy models within 3" of the same objective.

So for example, you control 3 objectives, you would score 3 Victory Points for each objective you control, meaning you score 9 Victory Points that turn. Whoever scores the most Victory Points by the end of Battle Round 5 scores a Major Victory,

If the players are tied on Victory Points, then each player adds up the point's value of any enemy units destroyed during the battle.

If one player has a higher total, they win a Minor Victory. Any other result is a draw.



HARBINGER UPGRADES

TROPHIES

If you achieve a Major Victory, you may roll a D6 on the following table instead of rolling on the Triumph table. Your Harbinger obtains a Trophy corresponding to the result of the dice roll and can hold more than one. This is a permanent bonus.

1 - Gravesand Pendant	<i>Containing a single grain of Grave-sand, this Shyishian heirloom is said to protect the bearer from untimely death.</i> The first time the Hero would be slain, they remain on the battlefield with a single wound remaining. This ability does not cost any reinforcement points.
2 - Deffcap Elixir	<i>Made from a single drop of a Deffcap mushroom essence and diluted hundred-fold, this bitter concoction boosts a wizard's control over the arcane.</i> One use per battle. Until the start of your next Hero phase, the bearer gains +1 to Cast and Unbind.
3 - Divining Needle	<i>Crafted from a sliver of Celestium, this tool guides its user to where they are most needed.</i> At the start of the battle, before the roll for the first turn, the Hero may be re-deployed anywhere in their starting territory.
4 - Gift of Malice	<i>A vial of mysterious venom is offered to cruel champions to coat their weapons with.</i> Choose one Melee weapon. Increase the Rend characteristic by a further -1.
5 - Ironthorn Vine Wrappings	<i>Used by the superstitious to ward off spirits, this hardy material can reinforce armour.</i> The Hero gains +1 to their Save against Death models. In addition, roll a dice whenever a mortal wound is assigned to this model. On a 6+, the mortal wound is negated.
6 - Galewalker Feather	<i>A feather plucked from a Gryph-charger, yet all is not what it seems.</i> One use per battle. The Hero adds +D3" movement to all moves (including charges) until the start of your next Hero Phase.

ATTRIBUTES

After the first Battleplan, all players may roll a D6 on the following table to represent their Harbinger's growth in battle. Apply the result corresponding the dice roll to your Harbinger's warscroll. This is a permanent bonus.

1 - Necessary Haste	<i>One needs to be at the right place at the right time.</i> Add +3" to the Hero's move when running or charging.
2 - Honed Reflexes	<i>Your blow shall not strike true.</i> This Hero may re-roll failed save rolls.
3 - Improved Vitality	<i>Death holds no claim over me until my duty is complete.</i> Increase the Hero's Wound characteristic by D3.
4 - Vicious Strength	<i>Your skull shall be crushed like one crushes a scarab.</i> Choose one Melee Weapon and increase the Damage by 1.
5 - Superior Visionary	<i>The heavens shall guide the way.</i> When garrisoning a Warscryer Citadel, the Hero may re-roll on the Celestium Construct table. If the Hero is a Lord-Ordinator, he gains +1 to unbind rolls instead.
6 - Grizzled Commander	<i>One does not lead with mediocrity.</i> The Hero can use two different command abilities in the Hero Phase.

ABILITIES

After the second Battleplan, each player may roll a D6 on the following table to represent their Harbinger's experience in divining the portents. Apply the result corresponding the dice roll to the Harbinger's warscroll. This is a permanent bonus.

1 - Divine Intervention	<i>The gods meddle in the fate of mere mortals.</i> One use per battle. Add +1 to the PP cost of your opponent's next Malign Portent sign.
2 - I See The Light	<i>The mystical cloud is lifted from your mind.</i> One use per battle. Deduct -1 from the PP cost of your next MP sign (you cannot reduce the prophecy point to less than 1).
3 - Confusion	<i>Your thoughts reach out to befuddle your opponent's.</i> One use per battle. Your opponent must roll a 4+ on a D6 to interpret their next Malign Portent sign.
4 - Interruption	<i>Crafty harbingers can use the chaos of the battlefield to distract others.</i> You may reduce your opponents prophecy point pool by D3 in the 2nd battle round.
5 - Day Dreamer	<i>Your mind wanders.</i> You generate an additional 1 prophecy point in addition to your normal allowance in a battle round of your choosing. Nominate this battle round before the game begins.
6 - Bad Interpretation	<i>Not all portents are meant to be deciphered.</i> Your opponent cannot use any prophecy points in a battle round of your choosing. Nominate this battle round before the game begins.