



ATL
WAR



AGE OF HEROES

CAMPAIGN HANDBOOK

AGE OF SIGMAR

SEASON 3



SEASON 3: THE AGE OF HEROES

The mortal realms are bathed in blood.

Following the sinister betrayal of Morathi in order to attain divinity, old allegiances have been torn asunder. Armies of all factions march forth to secure footholds in a new area of Ulgu, baptizing the soil with blood and iron. The realm itself is no passive force, however, as every jagged shadow hides unseen challenges.

Seeking to claim what is rightfully theirs, the patrons of each faction send forth newly named Champions. These warriors embody the best of their people, whether it be through cunning savagery, heroic leadership, or martial might. Marching towards inevitable bloodshed, these Champions will determine the fate of this realm...and perhaps, all others as well.

Dates	Week	Open Maps
4/4 - 4/10	1	Blood and Glory, Battle for the Pass, Forged in Hellfire
4/11 - 4/17	2	Border War, Starstrike, Trial of Champions
4/18- 4/24	3	Three Places of Power, Focal Points, Mirage Coast
4/25 - 5/1	4	Gifts from the Heavens, The Blade's Edge, Dance of Death
5/2 - 5/8	5	Take and Hold, Total Conquest, Warpmist Forest
5/9 - 5/15	6	Escalation, Knife to the Heart, Rites of the Soil

FORGING A CHAMPION

In Season 3, each player may include one hero created with the Anvil of Apotheosis system, included in the Generals Handbook 2020. This character, referred to as the Champion, does not count against the point total for a matched play list. This Champion may use up to 20 Destiny Points. Your Champion need not be the same character in every battle; in fact, if they are slain, perhaps a new warrior rises to the challenge! However, it can also be fun to weave an exciting narrative about a single Champion making their way through the bloody battlefields of Ulgu.

The following rules are intended for a more narrative experience in this league. **As such, both players must agree to using these rules before a game begins.** NOTE: Some factions, such as the Sons of Behemet, do not have rules in the Anvil of Apotheosis for hero creation. In that case, if both players agree to use these rules, the player who cannot use an Anvil of Apotheosis hero begins the game with one additional command point.

Before each game, it is polite to explain to your opponent what abilities your Anvil of Apotheosis hero has.
Be a good sport!

Command Abilities

Once per game, your Anvil of Apotheosis Hero may use a command ability listed below. Add the number of the current battle round to the roll listed in each command ability. Your Anvil of Apotheosis Hero may only use the ability that corresponds with their allegiance, IE a Slaanesh Hero can only use the Chaos ability below. In the case of Ossiarch Bonereapers, these abilities cost 1 Relentless Discipline Point.

ORDER - Harbingers of Glory: You may use this command ability at the start of your hero phase. Roll a die. On a 5+, each friendly model within 12" of this model heals 1D6 wounds. In addition, subtract 1 from battleshock tests for each unit affected by this ability until the end of the round.

CHAOS - Harbingers of Corruption: You may use this command ability at the start of your hero phase. Roll a die. On a 5+, select up to 3 pieces of terrain within 12" of this model. Each enemy unit within 1" of those terrain pieces suffers 1D3 moral wounds. Enemy units wholly within an affected terrain piece suffer 3 mortal wounds instead.

DEATH - Harbingers of Inevitability: You may use this command ability at the start of your hero phase. Roll a die. On a 5+, select up to D6 units within 12" of this model. Friendly units selected heal D3 wounds, or return one model to that unit for each wound healed if all models in the unit have an unmodified wounds characteristic of 1. Each enemy unit selected suffers 1 mortal wound.

DESTRUCTION - Harbingers of Ruin: You may use this command ability at the start of your hero phase. Roll a die. On a 5+, each friendly unit within 12" may add 1 to their Attacks until the end of the round.

Recording Games and Scoring

To record a game, one player should visit Atlantawarhammer.com/ageofheroes and fill out the form located there. Only one player needs to record for each game!

A player is only able to record a maximum of three league games per week.
Scoring and prize information is available online.

FORGED IN HELLFIRE

As the battle rages on, the ground itself begins to churn and erupt. Once secure terrain becomes volatile as gouts of fire burst forth.

OBJECTIVES

Set up four objectives on the board as shown below.

SCENERY

Do not use the normal scenery rules for this battle.

DEPLOYMENT

Starting with the player who won the roll-off, each player deploys their units one at a time, wholly within their own territory and outside of 12" of their opponents territory. The player who finishes first determines who will take the first turn.

HELLFIRE ERUPTION

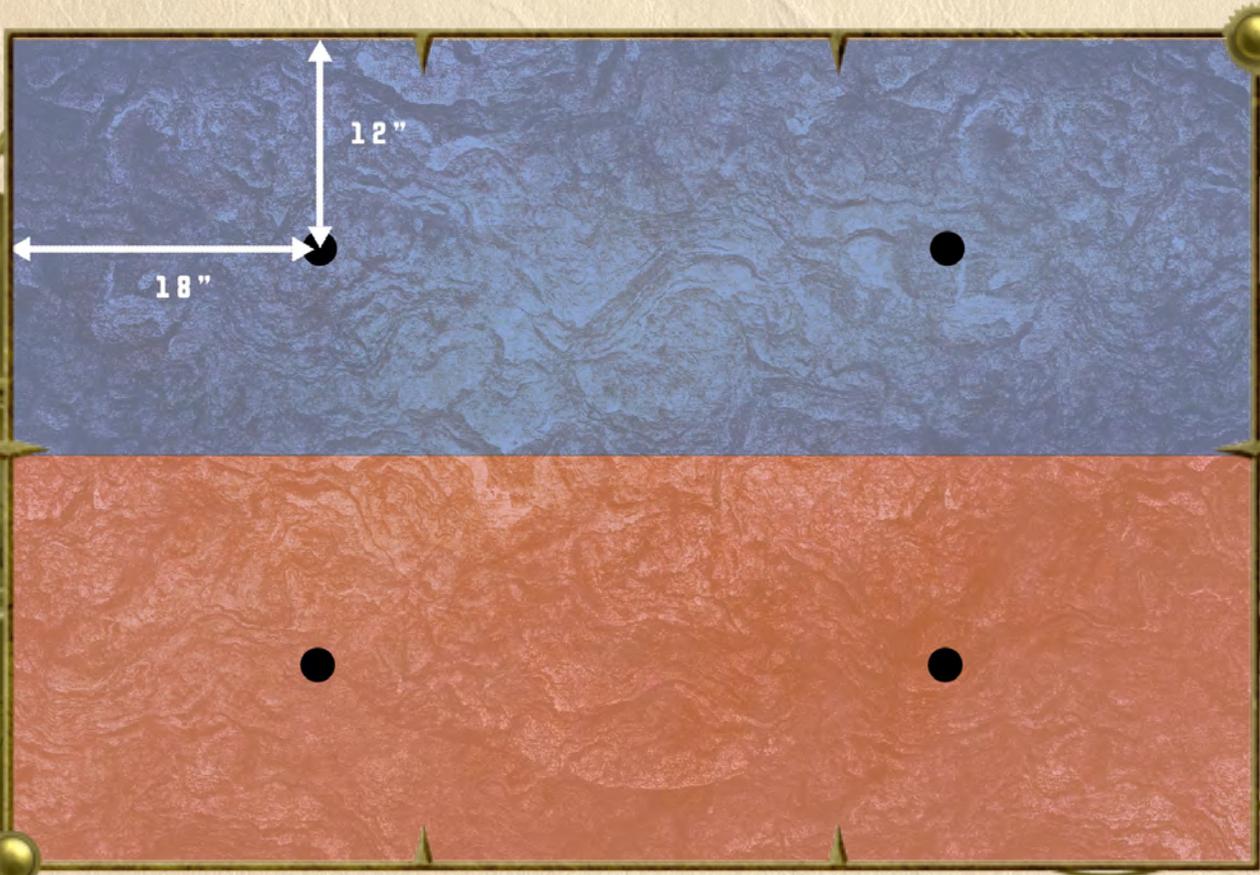
At the end of each turn, before turn order is determined, roll a die for each terrain feature on the board. On a 4+, each unit within 1" of that feature suffers D3 mortal wounds. Units that are wholly inside a terrain feature suffer D6 mortal wounds instead.

BATTLE LENGTH

The battle lasts for five rounds.

SCORING

Each player scores 1 victory point at the end of their round for controlling an objective. At the end of the fifth battle round, the player with the most victory points wins a Major Victory.



TRIAL OF CHAMPIONS

Two champions rush forward, locked in combat. Their armies soon follow, attempting to secure a hold on a bloody battlefield.

OBJECTIVES

Set up three objectives along the middle of the board as shown below.

DEPLOYMENT

Starting with the player who won the roll-off, each player deploys their units one at a time, wholly within their own territory. The player who finishes first determines who will take the first turn.

Only Champions may be placed in Champion Deployment. In addition, each player may deploy a single additional unit in their Champion Deployment. This unit must meet the following requirements:

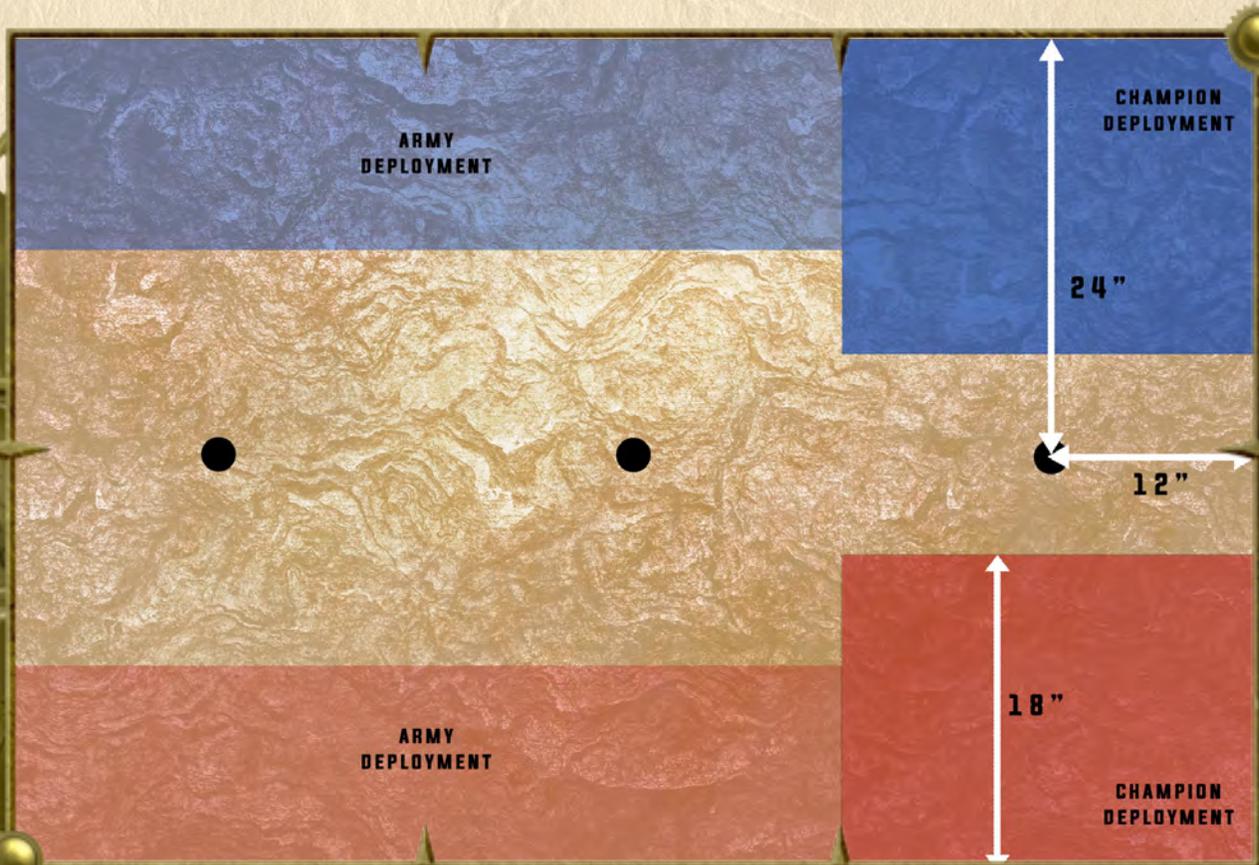
- Consist of less than 10 models
- Consist of less than 12 combined wounds.
- Not contain any MONSTERS, ARTILLERY or HEROS.

BATTLE LENGTH

The battle lasts for five rounds.

SCORING

Each player scores 1 victory point at the end of their round for controlling an objective. At the end of the fifth turn, the player with the most victory points claims a Major Victory.



MIRAGE COAST

Along a forboding coastline, two armies march towards inevitable combat. The swirling miasma of time magic assaults the senses, seemingly bringing slain allies back to life.

OBJECTIVES

Set up three objectives on the board as shown below.

DEPLOYMENT

Starting with the player who won the roll-off, each player deploys their units one at a time, wholly within their own territory. The player who finishes first determines who will take the first turn.

TIMELOST MIRAGE

Whenever a non-HERO unit would be slain, that player may roll a die. On a 6, that unit may immediately be set up wholly within 6" of the board edge, more than 12" from any enemy units. If another effect or ability would allow this unit to be returned to play, that player must choose which one takes effect.

CHAMPION'S VISION

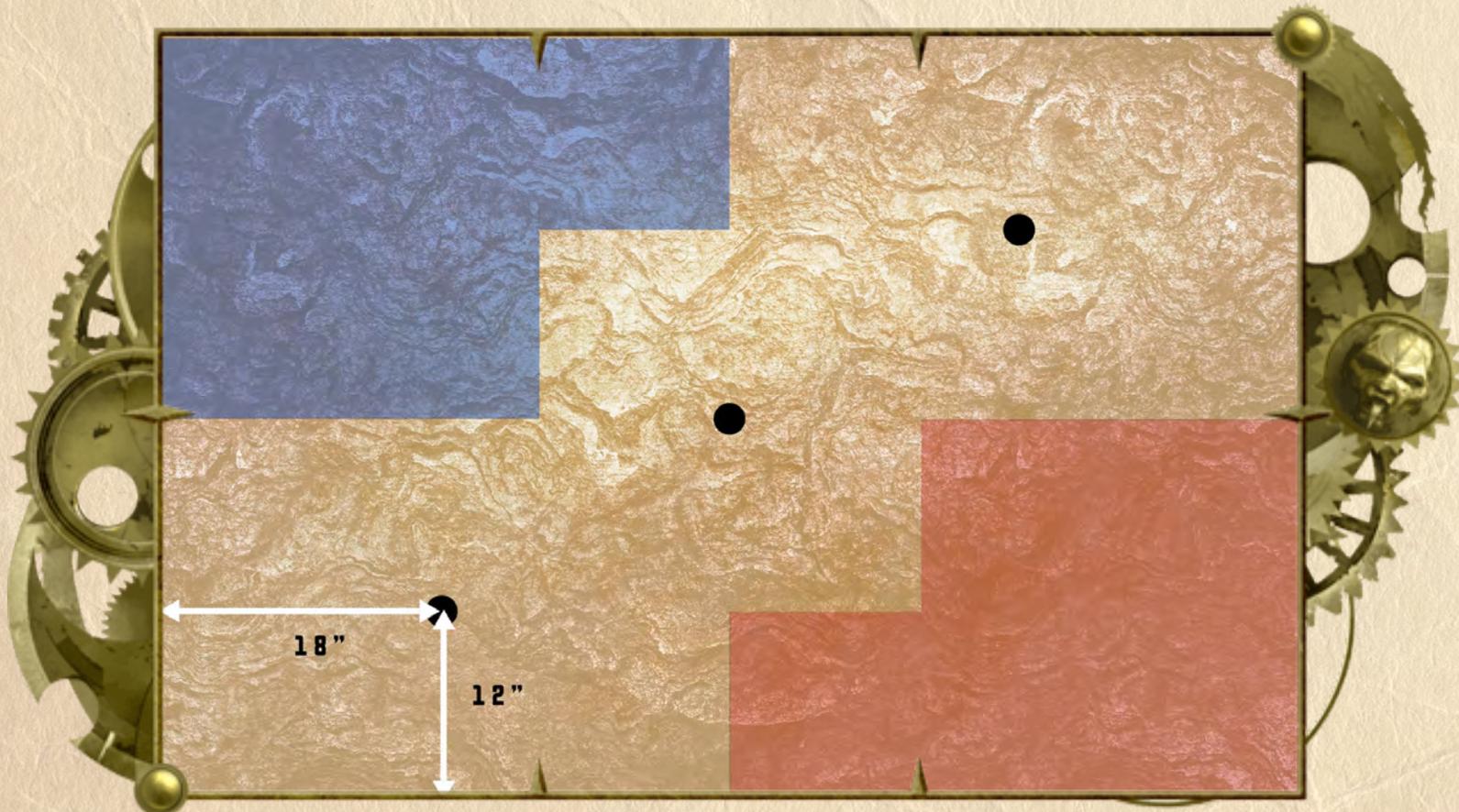
You may use this command ability whenever a unit wholly within 9" of your Champion is slain. Add one to the Timelost Mirage roll that determines if they are returned to play.

BATTLE LENGTH

The battle lasts for five rounds.

SCORING

Each player scores 1 victory point at the end of their round for controlling an objective. At the end of the fifth battle round, the player with the most victory points wins a Major Victory.



DANCE OF DEATH

Locked in a swirl of combat, two opposed forces attempt to outflank each other for a superior advantage.

OBJECTIVES

Set up three objectives along the middle of the board as shown below.

DEPLOYMENT

Starting with the player who won the roll-off, each player deploys their units one at a time, wholly within their own territory. The player who finishes first determines who will take the first turn.

Instead of deploying a unit, a player may declare that they are attempting to flank their opponent. If they do so, place this unit to the side. A player may only declare up to three units to be set up in this way.

BATTLE LENGTH

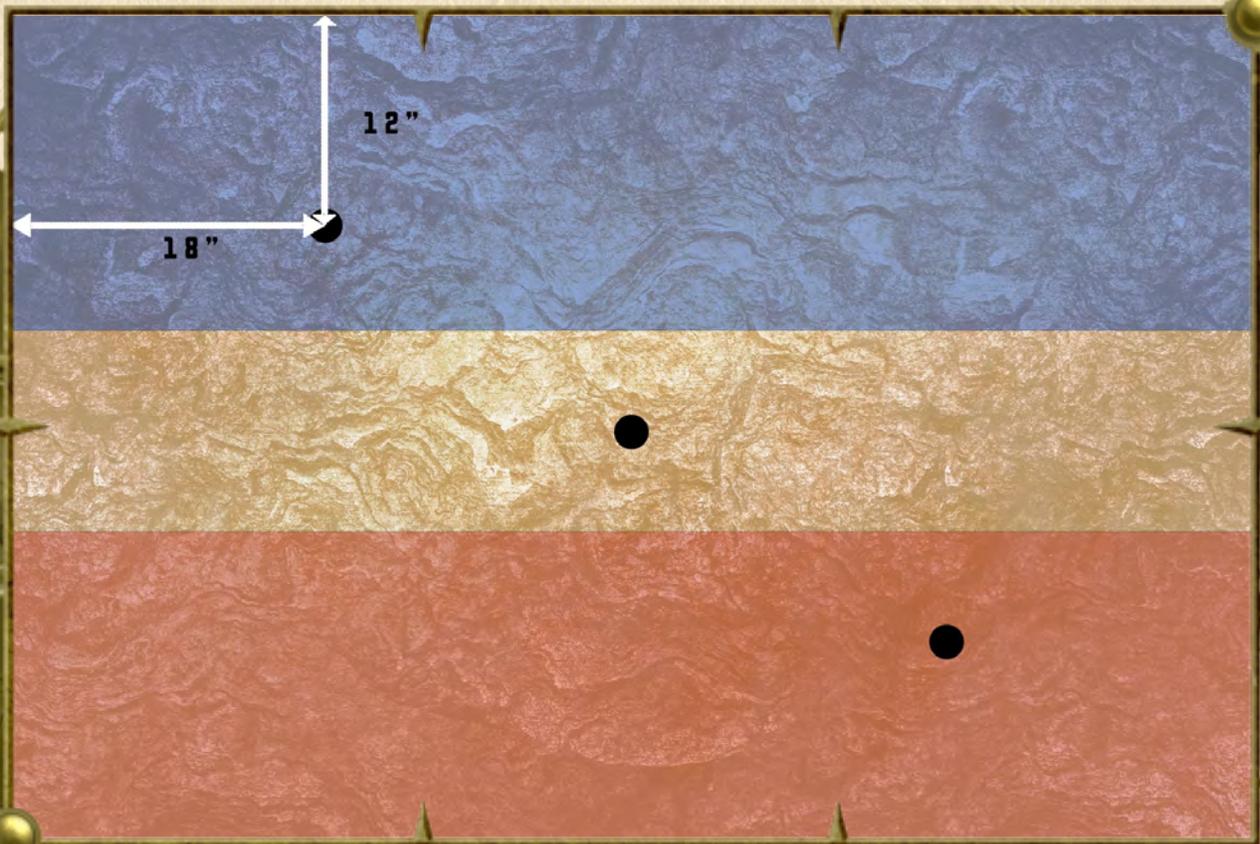
The battle lasts for five rounds.

SCORING

Each player scores 1 victory point at the end of their round for controlling the center objective, and the objective in their territory. Each player scores 2 victory points for controlling the objective in their opponents territory. At the end of the fifth turn, the player with the most victory points claims a Major Victory.

FLANKING MANUEVERS

At the end of each turn, before turn order is decided, both players roll off. The winner may deploy one of their flanking units wholly within 6" of their opponents board edge, more than 9" from any enemy models. Players take turns deploying as many units in this way as they wish. Units not deployed by the end of the fourth battle round are considered slain.



WARPMIST FOREST

As the battle rages on, the ground itself begins to churn and erupt. Once secure terrain becomes volatile as gouts of fire burst forth.

OBJECTIVES

Set up five objectives on the board as shown below.

SCENERY

Do not use the normal scenery rules for this battle. Instead, each scenery piece has the Warpmist keyword, as described adjacent.

DEPLOYMENT

Starting with the player who won the roll-off, each player deploys their units one at a time, wholly within their own territory. The player who finishes first determines who will take the first turn.

WARPMIST

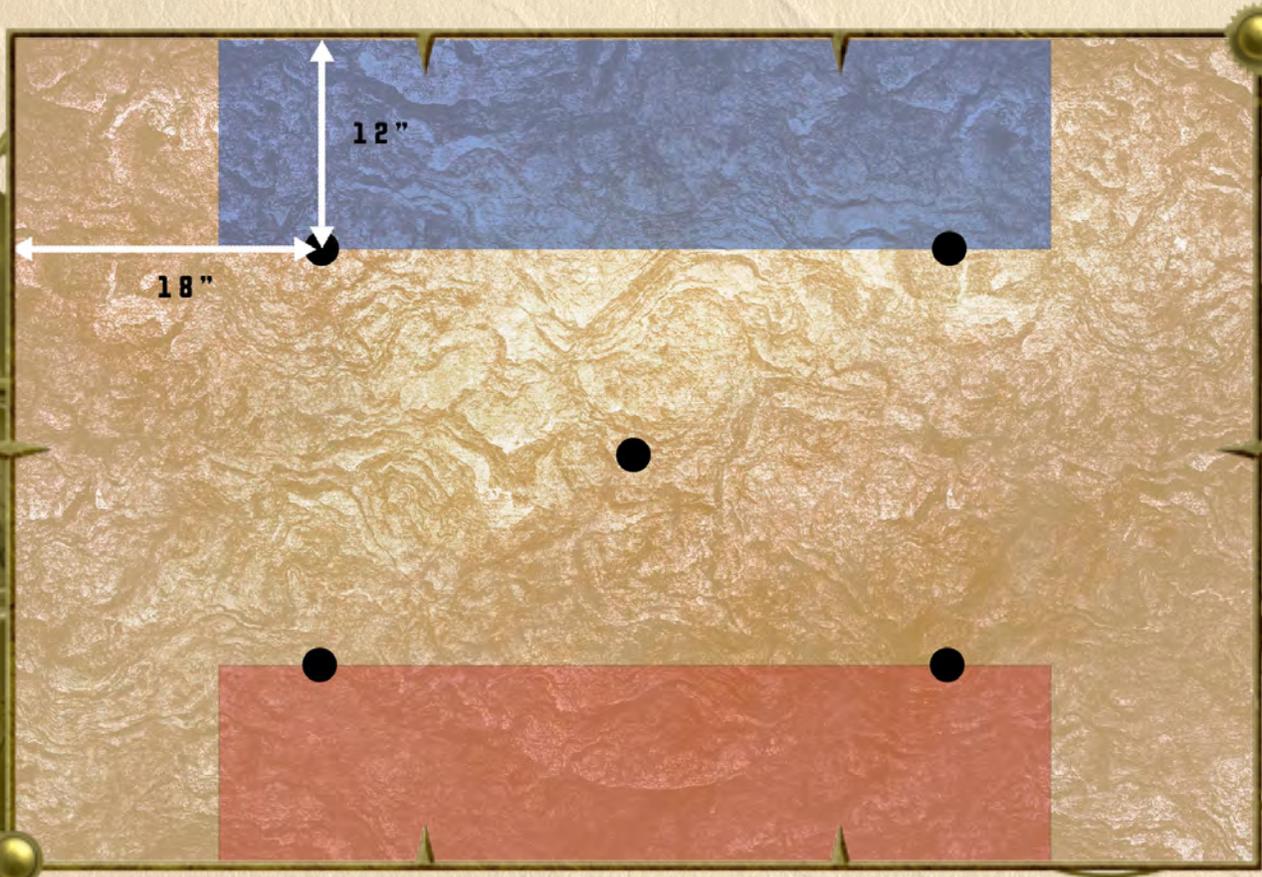
At the end of the movement phase, the player whose turn it is may pick one unit that is wholly within a terrain feature that has this keyword, and is wholly within 12" of a friendly HERO. Roll a die, on a 3+, that unit may be removed from the battlefield and set up wholly within a terrain feature with the Warpmist keyword, more than 9" from any enemy units. This unit may not charge this turn.

BATTLE LENGTH

The battle lasts for five rounds.

SCORING

Each player scores 1 victory point at the end of their round for controlling an objective in their territory, and 2 points for controlling the center objective. At the end of the fifth battle round, the player with the most victory points wins a Major Victory.



rites of the soil

Along a forboding coastline, two armies march towards inevitable combat. The swirling miasma of time magic assaults the senses, seemingly bringing slain allies back to life.

OBJECTIVES

Set up five objectives on the board as shown below.

DEPLOYMENT

Starting with the player who won the roll-off, each player deploys their units one at a time, wholly within their own territory. The player who finishes first determines who will take the first turn.

rites of the soil

At the beginning of the hero phase, the player whos turn it is may select one Champion within 6" of an objective. This Champion may attempt to perform one of the following Rites, once per turn.

Rite of Sacrifice

Roll a die. On a 3+, this model suffers 1 mortal wound that cannot be negated in any way. Each friendly unit wholly within 9" of this model heals 1 wound. Note that this cannot be used to bring back slain units.

Rite of Fury

Roll a die. On a 3+, pick a unit wholly within 9" of this model. Add one to hit rolls for that unit until the end of this round, but subtract one from save rolls made by this unit until the end of this round.

BATTLE LENGTH

The battle lasts for five rounds.

SCORING

Each player scores 1 victory point at the end of their round for controlling an objective. At the end of the fifth battle round, the player with the most victory points wins a Major Victory.

