

SCENERY WARSCROLLS

In this section you will find a Scenery Warscroll for the Azyrite Ruins included in Realm of Battle: Blasted Hollowheart. You do not need to use these rules to enjoy a battle using the models, but they will add a new dimension to your battlefield and help bring it to life.



AZYRITE RUINS

Scattered across the Mortal Realms are the ruins of buildings that were created hundreds or even thousands of years before the coming of Chaos.

DESCRIPTION

An Azyrite Ruin is a terrain feature consisting of a single Azyrite Ruin model.

SCENERY RULES

Barricade: When an enemy model targets a unit that is wholly within 1" of an Azyrite Ruin, then the target unit receives the benefit of cover if the attacking model is closer to the Azyrite Ruin than it is to the target unit.

KEYWORDS

SCENERY, RUIN, AZYRITE RUINS

BATTLEPLANS INTRODUCTION

On the following pages you will find three exciting battleplans that can be fought using the contents of **Realm of Battle: Blasted Hollowheart** and any two armies.

Each of the following battleplans is designed to be played between two armies, on a battlefield that is created using the contents of **Realm of Battle: Blasted Hollowheart**. The missions can be played individually, or joined together to form a campaign, where the result of one game will affect what happens in the next game.

ROLL-OFFS

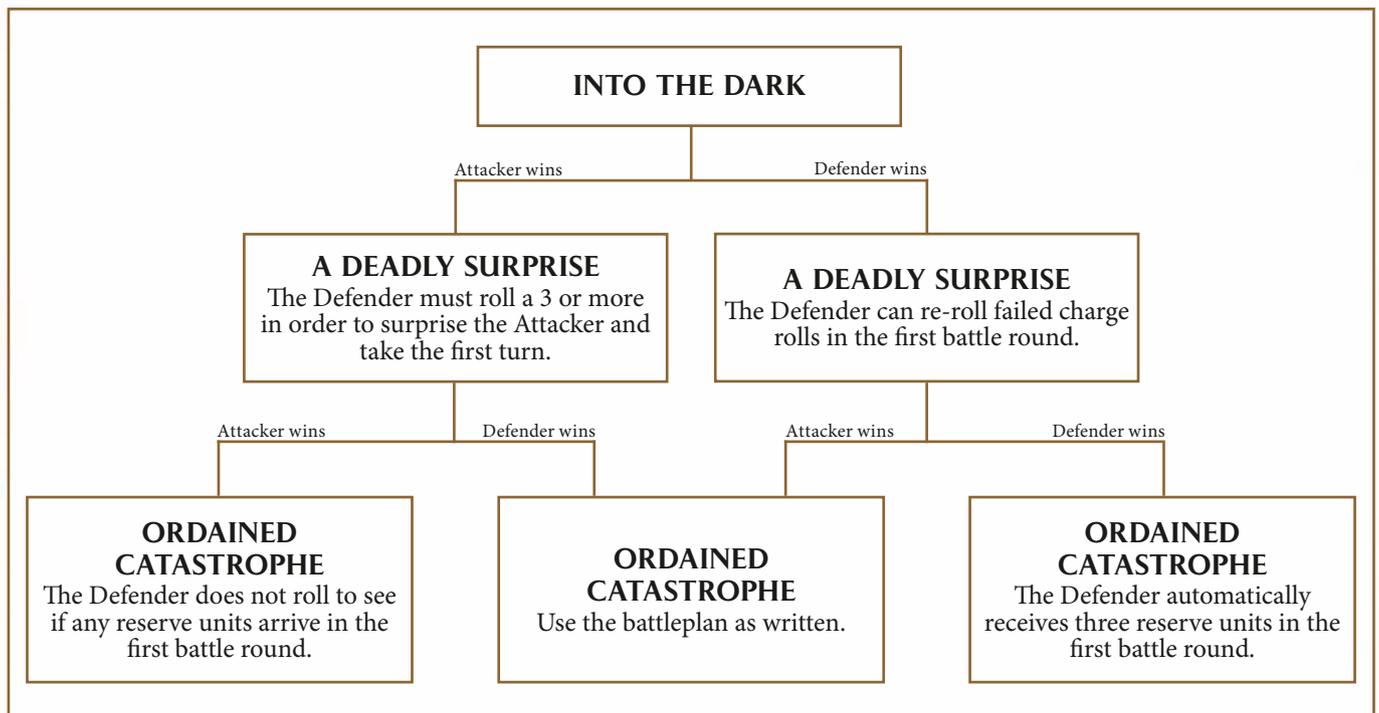
The battleplans require the players to 'roll off'. To make a roll-off, each player rolls a dice, and whoever rolls highest wins the roll-off. In the case of a tie, make the roll-off again.

Designer's Note: These battleplans work best if neither player uses any models which can fly. If you wish to use these models anyway, it's best to not use the rules for flying from the *Warhammer Age of Sigmar* rules sheet – in these battles, they'll have to walk like everyone else!

BLASTED HALLOWHEART CAMPAIGN

Taking you beyond one-off battles, campaigns can add a new dimension to your gaming, giving each victory and defeat greater meaning.

In order to play a campaign, you must play the three **Realm of Battle: Blasted Hollowheart** missions one after the other. Winning one battle will have an effect on the next battle that is fought. The campaign is won by the player that wins the third and final battle.



BATTLEPLAN: INTO THE DARK

A small warband has been ordered to take two chests and transport them to a secret destination that lies deep within enemy territory. To do so, they must first enter reach the entrance to a network of tunnels that will allow them to bypass the main enemy army.

THE ARMIES

Players pick their armies as described on the *Warhammer Age of Sigmar* rules sheet. This battleplan is designed for use with two small armies, each with a total combined Wounds characteristic of no more than 35, and which do not include any **MONSTERS**. Once the armies have been chosen, the players roll off to decide who will be the Attacker and who will be the Defender.

THE BATTLEFIELD

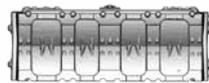
Create a battlefield and set up the terrain using the deployment map below.

SET-UP

Starting with the player that won the roll off to determine who will be the Attacker and who will be the Defender, the players alternate setting up units one at a time. Units must be set up wholly within their own territory.

If one player finishes setting up their army first, the opposing player can set up the rest of the units in their army, one after another. The player that finishes setting up their army first can choose who has the first turn in the first battle round.

THE CHESTS



After both sides have set up, two models from the Attacker's army must be assigned to start the battle each carrying a Chest. Show this by placing the Chest in contact with the model that is carrying it. From that point, the Chest remains with the model (move the Chest with the model to show this) until it is dropped, which only

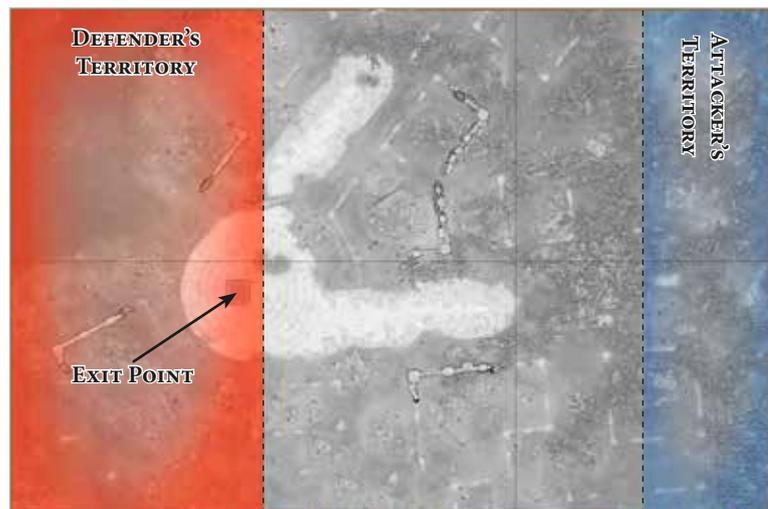
happens if the model is slain or flees. If the Chest is dropped, another model can pick it up by moving into contact with it. A model with a Chest cannot fly, be set up anywhere other than the battlefield, or move further than 9" in any single phase for any reason.

GLORIOUS VICTORY

The battle continues until the end of the fifth battle round, or until a player has no units left on the battlefield.

The Attacker wins a **Glorious Victory** if the Defender's army is wiped out, or if both of the Chests are being carried by models from the Attacker's army and are within 3" of the exit point (as shown on the deployment map) at the end of the Attacker's movement phase.

The Defender wins a **Glorious Victory** if the Attacker's army is wiped out, or if the battle ends and the Attacker has not been able to escape with the Chests.



BATTLEPLAN: A DEADLY SURPRISE

A small warband has managed to bypass the main enemy army and is now travelling through enemy territory to their rendezvous point. Suddenly, a hidden foe launches an attack – the warband has fallen into an ambush!

THE ARMIES

Players pick their armies as described on the *Warhammer Age of Sigmar* rules sheet. This battleplan is designed for use with two small armies, each with a total combined Wounds characteristic of no more than 35, and which do not include any **MONSTERS**. Once the armies have been chosen, the players roll-off to decide who will be the Attacker and who will be the Defender.

THE BATTLEFIELD

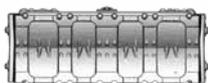
Create a battlefield and set up the terrain using the deployment map below.

SET-UP

The Attacker must set up their army first. All of their models must be set up so they are fully on the grey stone tiles of the ancient road, as shown on the deployment map.

The Defender sets up second. To do so, they must pick a unit from their army and roll a dice. The unit must be set up wholly within the territory that corresponds to the dice roll, as shown on the deployment map. The Defender then rolls for the next unit they wish to set up, and so on until their entire army has been set up.

THE CHESTS



After both sides have set up, two models from the Attacker's army must be assigned to start the battle each carrying a Chest. Show this by placing the Chest in contact with the model that is carrying it. From that point, the Chest remains with the model (move the Chest with the model to show this) until it is dropped, which only happens if the model is slain or flees. If the Chest is dropped, another model can pick it up by moving into contact with it. A model with a Chest cannot fly, be set up anywhere other than the battlefield, or move further than 9" in any single phase for any reason.

FIRST TURN

Once both armies have been set up and the Chests assigned, the Defender must roll a dice. On a 2 or more, their army has successfully triggered the ambush and the Defender has the first turn in the first battle round. On a 1, the Attacker's army spots the ambushers,

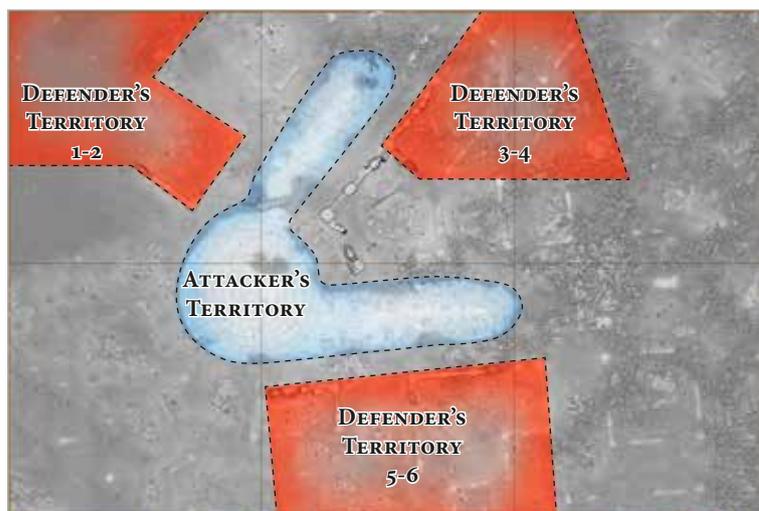
and the Attacker has the first turn in the first battle round.

GLORIOUS VICTORY

The battle continues until the end of the fifth battle round, or until a player has no units left on the battlefield.

The Attacker wins a **Glorious Victory** if the Defender's army is wiped out, or if both of the Chests are being carried by models from the Attacker's army at the end of the battle. The Attacker wins a **Minor Victory** if the one of the Chests is being carried by a model from the Attacker's army at the end of the battle.

The Defender wins a **Glorious Victory** if the Attacker's army is wiped out, and a **Minor Victory** if neither Chest is being carried by models in the Attacker's army at the end of the battle.



BATTLEPLAN: ORDAINED CATASTROPHE

A small warband has penetrated deep into the enemy's homeland carrying two chests. If the chests are taken to specific locations and then opened simultaneously, the artefacts contained in each will trigger a catastrophe that will tear the enemy's domain asunder.

THE ARMIES

Players pick their armies as described on the *Warhammer Age of Sigmar* rules sheet. This battleplan is designed for use with two small armies, each with a total combined Wounds characteristic of no more than 35, and which do not include any **MONSTERS**. Once the armies have been chosen, the players roll-off to decide who will be the Attacker and who will be the Defender.

THE BATTLEFIELD

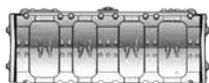
Create a battlefield and set up the terrain using the deployment map below.

SET-UP

The Attacker must set up their army first. All of their units must be set up wholly within their own territory, as shown on the deployment map.

The Defender sets up second. To do so, they must pick two units from their army to be set up wholly within their territory, in such a way that one unit is wholly within 3" of one of the Attacker's objectives, and the other unit is wholly within 3" of the other Attacker's objective. All of the remaining units in the Defender's army are in reserve, and will arrive as described below (they cannot be set up anywhere else or arrive in any other way).

THE CHESTS



After both sides have set up, two models from the Attacker's army must be assigned to start the battle each carrying a Chest. Show this by placing the Chest in contact with the model that is carrying it. From that point, the Chest remains with the model (move the Chest with the model to show this) until it is dropped, which only happens if the model is slain or flees. If the Chest is dropped, another model can pick it up by moving into contact with it. A model with a Chest cannot fly, be set up anywhere other than the battlefield, or move further than 9" in any single phase for any reason.

FIRST TURN

Once both armies have been set up and the Chests assigned, the Attacker must roll a dice. On a 2 or more, their army has caught the Defender's army unaware, and the Attacker has the first turn in the first battle round. On a 1, the Attacker's army has been spotted, and the Defender has the first turn in the first battle round.

RESERVES

At the start of the Defender's hero phase, they must roll a D3. The result is the number of reserve units that can arrive that turn. The Defender can pick which units will arrive. Each must be set up wholly within the Defender's territory, more than 3" from the enemy and more than 18" away from any other reserve units that arrived in the same turn. This counts as their move for the following movement phase.

GLORIOUS VICTORY

The battle continues until the end of the fifth battle round, or until a player has no units left on the battlefield.

The Attacker wins a **Glorious Victory** if, at the start of their hero phase, both of the Chests are being carried by models from the Attacker's army and one is within the boundary of one of the Attacker's objectives, and the other is within the boundary of the other objective.

The Defender wins a **Glorious Victory** if the Attacker's army is wiped out, or if the battle ends before the Attacker is able to win.

