



# WARHAMMER AGE OF SIGMAR

## THE QUEST FOR GOLD

Thousands of years after the old world was destroyed, ancient weapons, armour and trinkets have been found scattered across the realms. Thieves, raiders, adventures and devoted warriors are rallying their men in search for riches and glory!

### Warbands

During this campaign you must pick a **trait** and nominate a **hero** as your **captain**. This captain will be the leader of your **100 wound warband**. Your warband must have a **maximum of 100 wounds**, no more than **50 wounds** can be spent on **heroes or monsters** and your warband can **summon** no more than **50 wounds**.

### Objectives

Before the games start, the games master will set up each table and give each of you missions and objectives. The aim of the games will be to; recover treasure chests, find the hidden relic and most importantly have fun!

### Traits

Your captain must decide on where he morally lies, he may choose from four different traits.

**Thief** - If you killed your opponent's captain roll a D6 at the end of the game. On the roll of a 4+ you may steal a relic of your choice from your opponent's captain. If your opponents captain is also a thief he may deny this attempt of theft on the roll of a 5+.

**Adventurer** - When rolling to find the relic you gain +1 to your roll.

**Mercenary** - Generate D3 extra treasure chests per game.

**Acolyte** - When rolling on the relic table at the end of the game you get +1 or -1 to your roll, thus giving you the choice of 3 different relics.

### Treasure

In the hunt for these sacred relics your captain will need to pay his men and will need to make his trip worthwhile if he can't find any relics. Alongside any scenario objectives your warband may search for treasure chests. Treasure can be spent on upgrading your captain with new abilities, buying henchmen who can also learn new abilities. After setup but before the game starts roll 4D6 and make a note of the number. This is the number of treasure chests that can be found in the game. When this amount has been located by you and your opponent there is no more treasure.

**Searching for buried treasure** – A unit can sacrifice its shooting phase to search for buried treasure. If you are within 2" of any terrain feature roll a D6, on a 3+ a treasure chest is found!

**Rule of cool** – you may award up to two treasure chests to your opponent for doing awesome, fluffy and cinematic things, not to mention awesome sportsmanship!

### **Break open that chest lads!**

After each game your troops pry open the treasure chests to see how many gold pieces they've found. Roll a D6 for each chest earned. 1= 1 piece of gold, 2-5 = 2 piece of gold, 6 = 3 pieces of gold.

### **Spending your gold pieces**

As your captain delves deeper into the unknown he can learn new skills or even become tainted by the realms. For every 10 pieces of gold you have you may roll on the general advance table, and apply the result to your captain or henchmen. For every 20 pieces of gold you may buy a Henchman. The only restriction is that your henchmen cannot be more than 3 wounds. A Henchman is treated as an individual model and does not count towards your 100 wound limit.

### **General Table**

- 1** = Know no Fear - +1 to bravery
- 2** = Increased Speed - +2 to movement
- 3** = Tougher Hide - +1 wound
- 4** = Fury - +1 attack in close combat
- 5** = Apex – choose from above and roll again, but roll a D3 instead.
- 6** = Prolonged Exposure – Roll a D6 on the agility table

Or spend 30 gold pieces and roll 2D6 on the ability table below and assign the result to your captain.

### **Ability Table**

- 1** = Acrobatics – This model can now fly.
- 2** = Heir of Leadership – This model can now use its command ability even if it's not your leader. \*if it doesn't know any command abilities, use the rulebook command ability.
- 3** = Lunging Advance – This model can now pile in 6" towards the enemy
- 4** = Hawk eye – When shooting a missile weapon from cover in a turn this model has not moved add +1 to all to hit dice rolls.
- 5** = RAGE – Every successful to hit roll generates another attack. These do not generate more attacks
- 6** = Blood lust – Every unsaved wound caused generates +1 attack in the next combat phase
- 7** = Stand and shoot – When an enemy makes a charge against this model it may make a shooting attack with any missile weapon it has. It will hit on a 6+ and will do 1 damage with no modifiers allowed.
- 8** = Opportunist – when an enemy model fails to charge this model and this model is not within 3" of another enemy it can perform a charge back. If it is successful it gets +1 on all to hit and wound rolls.
- 9** = Altered Alliance – This model may add any one keyword to its warscroll.
- 10** = Too tough to die – This model now has a 5+ save against mortal wounds.
- 11** = Dark conjuring – This model may use one magical power per turn. It knows the rulebook spells. If this model already knows magical spells you may cast 1 extra spell per turn.
- 12** = I have the power! – choose from any of the above.

### **Relic hunting!**

Now, lets get down to business! What you're all here for are the relics! In every game there will be one opportunity to seize a relic from a key piece of terrain, which will be shown in the mission set up. Any unit may sacrifice their hero and shooting phase to search for the relic at the end of the shooting phase; if there are no enemy models within 3" of the relic you find the relic on a 5+.

If there are enemy units within 3" of the relic a fight breaks out and the unit that moved within 3" of the relic automatically charges the closest enemy unit. This fight works as normal in your combat phase. At the end of the combat phase calculate who caused the most unsaved wounds, this becomes your fight score, and you get +1 to your fight score if you went 2<sup>nd</sup> in the fight. If it is your turn and you won the fight you get to search for the relic. On the roll of a 6+ you find the relic and you must place a relic token next to that unit.

To secure the relic you must get to the safe zones depicted in your mission briefing. Until the unit can secure the relic it can be stolen by the enemy, if the unit was destroyed in combat, the unit who destroyed them wins the relic. If the unit was destroyed in the shooting phase place a relic token in place of that unit. A unit must sacrifice its shooting phase to pick up a relic token and be within 1". If the battle ends and a unit are in possession of the relic, the owner of that unit wins the relic.

Once the relic has been found no more roles can be made to find the relic.

If a model/unit leaves the table for any reason they drop the relic. IE chameleon skinks disappearing from sight.

### **Relic table**

once the battle is over roll 3D6 on the relic table below to see which godly relic you have found!

If you roll a relic that has already been discovered re roll on the relic chart. Relics are one hand weapons that can be used in the appropriate phase. If you can equip your captain with multiple relics he can swap relics during phases. IE if your captain was equipped with a bow of the everglade, the staff of Teclis and the axe of beasts, he would be able to use the staff in the hero phase, the bow in the shooting phase, and the axe of beasts in the combat phase.

3. The golden plate of Franz
4. The fallen axe of the slayer
5. The lost staff of Ulthaun
6. The Daggers of the Death Master
7. The Emperors stone
8. The last ring of the Carsteins
9. The sceptre of Goldtooth
10. The fallen blade of Khaine
11. The grail of the Lady
12. The axe of Beasts
13. Bow of the Everglade
14. Destroyer of Eternities
15. The Skull of Malagor
16. Silverlash the ancient sword of Sigvald
17. The last vile of Lustria
- 18 The last Runefang

Rules:

### **The Golden Plate Of Franz:**

The Breast plate of Franz is an armour like no other. From a different age, crafted with thousands of years worth of Knowledge and craftsmanship. This grants its user a 3+ save and is immune to rend of -1 & -2.

### **The fallen axe of the slayer**

This is a two handed axe unless your captain is an uruk, orgor or duradain, then it becomes a standard 1 handed weapon. This axe has the following profile.

D6 attacks, 2+ to hit, 3+ to wound, -2 rend, D3 mortal wounds, rage\*

\*- This axe sends its user into a furious rage, at the end of your attacks roll a D6, on the roll of a 5 or more make an attack with this axe again using the profile above, this may only be used once per combat phase.

### **The lost staff of Ulthuan.**

Wielded by Teclis in the end times, this staff was lost to the unbound winds of magic. Thousands of years later this broken and battered staff has resurfaced, nigh on unrecognisable but just as powerful.

The wielder of this staff can cast 3 spells a turn and attempt to unbound 3. You can cast; mystic shield, arcane bolt, and any spell that a wizard with the keyword "highborn wizard" can cast.

### **The daggers of the death master**

Two paired daggers, humming with the power of warpstone. The last thing the targets of the death masters ever saw was a sickly greenish glow from the corner of their eye, before being plunged into eternal darkness.

These daggers replace both hand weapons and can be used in the shooting and combat phase.

These awesome daggers of death have a range of 16" in the shooting phase and a range of 1" in combat.

They have 4 attacks, hit on 3+, wound on a 3+ and do 2 damage.

If you caused an unsaved wound on a hero or monster the power of warpstone will slowly over come them. At the end of the combat phase roll a D6. On the roll of a 5 or a 6 the target suffers a mortal wound every player turn, including opponent turns. You only roll for this once and stays in effect until the hero or monster dies.

### **The Emperors stone:**

The Emperors stone was a pendant worn by Karl Franz. The golden braid held a ruby red stone which rested on the chest of its wearer. Legend has it that a great times of need the stone would protect its user with a magical aurora and even had the power to absorb the power of magical spells.

The Emperors stone grants its user a 4+ save against all mortal wounds. When a spell is directed at the user, he can attempt to bind the spell in the stone. On the roll of a 4+ the spell is absorbed by the stone and in the next hero phase the spell is unleashed, the spell can be aimed at any unit within the range of the spell and is automatically cast and cannot be unbound. You can only hold one spell in the stone at any one time.

### **Last ring of the Carsteins**

A family heirloom past down through generations. This ring of immortality allows its wearer to come back to life.

If the wearer of this ring dies, the ring allows him a chance to be resurrected on the roll of a 4+. This can be done at any point during the game and the wearer comes back with D3 wounds.

### **The sceptre of Goldtooth**

A weapon that belonged to the king of the ogres, no one had ever managed to unite the ogres under one banner until the time of Goldtooth, no his legacy lives on in his signature weapon!

3 attacks, hits on a 3+, wounds on a 3+, -1 rend, 2 damage, concussive\*

\*- a mighty whack from this sceptre can send your foes into a dazed and confused state of mind.

When in combat with a captain and you cause an unsaved wound you can steal 2 gold coins from them! Record how many gold coins were taken during the game then at the end remove the total number of gold coins from your opponents profile and add them to yours!

### **The fallen blade of Khaine**

Widow maker, once the most powerful weapon on the old world has survived all the odds, hidden in the realm of shadow this eternal blade lives on against all the odds.

3 attacks, 3+ to hit, 3+ to hit, -3 rend, 1 damage\*

\*= a sword of murder, if you cause one unsaved wound on a unit at the end of the combat phase that unit takes 3xD3 mortal wounds. However if a triple 1 is rolled on the D3 the wielder of the sword takes the mortal wound instead.

### **The Grail of the lady**

To use the holy grail you must sacrifice your shooting phase. Instead you can heal yourself and D3 units within 6". To do this roll a D3 to determine how many units you can heal, then roll a further D3 for each units and yourself to see how many wounds you have healed this can include bringing back models that have been removed from the table. Multiple wound models must be brought back to full health before models from the same unit can be brought back onto the table. Wounds healed can never go over the starting wound limit of the unit or model.

### **Axe of Beasts**

Hefted high in the air above the endless hordes of orks. This monster of an axe was once wielded by one of the most fearsome orks who ever lived, Azhag the slaughterer. Blessed by gorkamorka, this axe has the power to turn even the most fearsome of foes into a comical squig!

This axe has 4 attacks, hits on a 4+, wounds on a 3+ with a -3 rend doing d3+1 damage.

If the target of the axe is a hero or monster and suffered an unsaved wound from the axe of beasts; roll a dice at the end of the combat phase on a 5 or 6 the target is turned into a squig!

For the rest of the game the squig uses the profile of the cave squig from the orks and goblins compendium.

### **The Bow of the Everglade:**

An ancient bow used by the wood elves and their kin. Passed down through myth and legend it is said that the demi-god Araloth was the last to wield this bow.

The wielder gains a missile weapon with a range of 30", has 3 attacks, 3+ to hit, 3+ to wound, with a rend of -2. If any unit suffers an unsaved wound on a 4+ the unit becomes entangled by animated roots and branches. The targeted unit cannot perform any action until their turn. If the unit is engaged in close quarters the attacking unit gains +1 to hit as their opponent is being held down by roots and branches.

### **Destroyer of eternities**

An ancient relic of the tomb kings has surfaced in the realms. Half sword, half scythe, this massive ornate weapon cleaves through ranks of living flesh.

At the start of your captain's combat phase count how many enemy models are within 2" from your base. Every model within 2" is automatically hit. It wounds on a 3+, -1 rend and 1 damage soul drinker\*

\*- for every 5 wounds caused deal 1 mortal wound to an enemy unit within 2". In addition if your captain has keyword "undead" for every 5 wounds caused place a skeleton warrior with hand weapon and shield within 3" of your captain. You may move enemy models to place your warriors.

### **Skull of Malagor**

The 4 horned skull of the beastman Malagor was a cellulite feared in all corners of the empire. From the depths of children's nightmares to menacing sound of hooves in the dead of night. The skull of Malagor is a magical face mask.

Any enemy unit within 6 inches of Malagor must pass a bravery test on 2 D6. If the enemy unit rolls over their bravery they may not charge, shoot, or make him the target of spells that are cast within 6". The mask allows the user to cast and unbound 2 spells per turn. It knows arcane bolt, mystic shield and the call of beasts.

Call of beasts:

Target an enemy unit within 18", this unit must take a bravery test on 2D6. They suffer mortal wounds equal to the number they were over their bravery.

### **Silverlash the ancient sword of Sigvald**

One of the greatest champions of slannesh to have ever lived. Sigvald was known to have also been one of the most vain characters to have ever lived.

The elegant sword of Sigvald gives your character; 4 attacks\*, +3 to hit, 2+ to wound, -1 rend, 2 damage. \*= The most vain across all the realms. When rolling to hit and you roll 3 of the same number your character catches a glimpse of himself across his blade and strikes a heroic pose.

Instead of finishing your attack at the end of your combat phase the opposing unit must take a battle shock test on 3D6 instead of 1D6. And follow the battleshock rules as normal.

### **The last vile of Lustria**

Across the ancient land of Lustria it was rumoured there were mystical pools where strange exotic creatures walked into the mortal world. This vile contains that last remnants of the sacred spawn pools, inside it holds the power of one of the largest creatures in the lizard arsenal; a carnosaur. This allows your captain to ride into battle atop a giant beast. This must be represented on the battlefield by a large creature, preferably a carnosaur.

Your captain alters his profile in the following way:

Movement 12", gains 3 wounds, and gains an extra attack, claws and fangs: 6 attacks, hits on a 3+, wounds on a 3+, no rend, 1 damage.

### **The last Runefang:**

Karl Franz's sword was the most ornate runefang ever made. Inscribed with dwarfish runes this sword hungers for the blood of chaos.

This sword grants its user 4 attacks, hitting on a 3+, wounding on at 2+, with a -2 rend. Doing D3 damage. However if the target of the attack has Keyword "Chaos" it does D6 damage.