

WAR OF THE MORRUK HILLS

In the aftermath of the battle for Amberstone Watch the Kruleboyz Killaboss Gazog was driven back, but the cunning orruk is far from defeated. As the stoic and implacable Hammers of Sigmar consolidate their position at Amberstone Watch, they ready themselves to strike south towards the Morruk Hills with vengeance. The bloodshed has only just begun, for the Kruleboyz are itching to avenge the setback, and neither side will back down before the other is utterly destroyed.

NARRATIVE CAMPAIGN

This is a **narrative campaign** for 2 players. One takes the role of the **Auric Lions**, a Thunderstrike Stormhost of the Hammers of Sigmar Stormcast Eternals. The other takes the role **Gazog’s Boyz**, a band of cruel and malicious Kruleboyz that nearly succeeded in bringing Amberstone Watch to ruin, and are now out to finish the job.



The campaign will last for 3 or 4 battles in total. To begin with the two sides will battle over different locations of importance between Amberstone Watch and the Morruk Hills to the south-west. Then, once one side has carved out an advantage, they will confront their enemy in a final, decisive battle.

This narrative campaign explores the aftermath of Amberstone Watch, chronicled in the new Age of Sigmar starter sets. If you have one of those sets in your collection, you’ll be able to use the included miniatures with the rules in this book to play through a thrilling evening or weekend’s worth of gaming.

GETTING READY

The sides in this conflict are led by 3 heroes who each command a warband. The Auric Lions are under the command of Lord-Imperatant **Tyberain Vorst**, with his two trusted lieutenants, the Knight-Arcanum **Gale’s Eye** and the Knight-Vexillor **Cythain D’Amar** who carries the Banner of Apotheosis. For Gazog’s Boyz, there is **Gazog** himself who rides into battle on his Gnashtoof. He has two subordinates, the Swampcalla Shaman named **Wozgag** and the Killaboss **Brokkagok**. The opening battles of the campaign will be fought over 3 locations of importance that lie between Amberstone Watch and the Morruk Hills: the **Ruins of Hardoon**, **Strangler’s Marsh**, and the riverside strongpoint of **Whiterush**.

Before the campaign can begin, each player must dispatch each of their 3 heroes to a different location. The players do so in secret and are encouraged to look at the rewards victory each location gives and also to second-guess their opponent’s decisions to try to strike at the weak point of their line.

The tables below detail the fighter card of each hero and the size of the warband under their command. Consult this information and then plan your strategy accordingly.

FIGHTING THE FIRST BATTLE

Once the above steps are completed, the campaign is ready to begin. The first battle is fought as follows:

1. The players roll off. The winner picks 1 of the locations to fight over and then each player reveals which of their heroes have been dispatched to that location.
2. Each player musters a warband. The Auric Lions player musters a warband that consists of fighters with the **Thunderstrike Stormcasts** faction runemark (⚡) and the Gazog’s Boyz player musters a warband that consists of fighters with the **Kruleboyz** faction runemark (👹).
3. The size of each warband is determined by the hero dispatched to that location.

THE AURIC LIONS		
HERO’S NAME	FIGHTER CARD	SIZE OF WARBAND
Tyberain Vorst	Lord-Imperatant	1,200
Gale’s Eye	Knight-Arcanum	1,000
Cythain D’Amar	Knight-Vexillor with Banner of Apotheosis	900

GAZOG’S BOYZ		
HERO’S NAME	FIGHTER CARD	SIZE OF WARBAND
Gazog	Killaboss on Gnashtoof	1,300
Wozgag	Swampcalla Shaman	1,000
Brokkagok	Killaboss	800

4. The leader for each warband must be the hero dispatched to that location. Their points cost is deducted from the total points of the warband as normal.
5. No other fighters with the **Leader** runemark (★) can be included in either warband, with the exception of a Murknob with Belcha-banna which can be included in the Kruleboyz warband.
6. Once the warbands have been mustered, battle groups are then assigned as normal.
7. A player rolls on the victory and twist tables for the location of the battle to determine which victory and twist cards are in play.
8. A player sets up the terrain.
9. 3 deployment cards are drawn. Each player discards 1 of them (starting with the player who

did not set up the terrain) – the remaining card is used. The player who did not set up the terrain chooses who is red and blue and orientates the deployment card.

10. Any instructions on the victory card or twist card are carried out.
11. The battle begins.
12. There is no aftermath sequence in this campaign. The winner of each battle before the final battle will earn a reward.

FIGHTING THE NEXT BATTLES

After the first battle, the player who did not pick the location of the battle picks a different location for the second battle, which is then fought using steps 2-12 above. After the second battle, if one player has scored two victories, the final battle is fought (see below). If each player

has won 1 of the battles so far, a third battle is fought in the final location and then the final battle is fought.

THE FINAL BATTLE

Once one player has 2 victories, the final battle of the campaign is fought. The location of this battle will be determined by which player has earned 2 victories. If it is the Auric Lions, they have tracked the Kruleboyz to the foot of the Morruk Hills and now ride out to defeat them in their home swamps. If it is Gazog’s Boyz, they have lured the Stormcast Eternals out of position and now strike at Amberstone Watch again, hoping to finish this time what they could not before! The unique battleplan ‘The Decisive Battle’, is used for the final battle. The winner of this battle is declared the winner of the campaign.



BETWEEN AMBERSTONE WATCH AND THE MORRUK HILLS

THE RUINS OF HARDOON

<i>To the west of Amberstone can be found the ruins of Hardoon. Once a great city ruled by shamanic warlords, Hardoon was sacked and destroyed during the Age of Chaos. According to local legend, a powerful relic of the lost kingdom lies somewhere beneath its shattered streets.</i>	
Battleplan Victory: Roll a dice: 1-2 – The Hidden Vault 3-4 – The Prize 5-6 – The Hidden Artefact Twist: Roll a dice: 1-2 – Foreboding Location 3-4 – Howling Winds 5-6 – Arcane Inscriptions	Reward The leader of the warband who wins this battle bears the following artefact of power in the final battle of the campaign: Amber King's Blade: <i>Once wielded by the legendary last king of Hardoon, this blade forged from pure amberstone strikes with a rare and terrible fury.</i> Add 3 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

STRANGLER'S MARSH

<i>At the foot of the Morruk Hills lies Strangler's Marsh, a vast stinking swampland home to many Kruleboyz tribes. The commander who seizes this territory can take advantage of the choking smog that hangs over the place to mask their troop movements, catching their foes by surprise.</i>	
Battleplan Victory: Roll a dice: 1-2 – Sudden Death 3-4 – No Quarter 5-6 – Raze Twist: Roll a dice: 1-2 – Murky Swampland 3-4 – Deluge 5-6 – Eager for the Fight	Reward During the final battle of the campaign, once both warbands have been deployed, the victor of this location can pick 1 of their battle groups in reserve and deploy them immediately.

WHITERUSH STRONGPOINT

<i>The fortified strongpoint of Whiterush stands on the bank of the Questing Serpent River. It is an important trading hub for Amberstone Watch. Securing the settlement will cement Sigmar's control over this vital waterway and provide crucial supplies in the battles to come.</i>	
Battleplan Victory: Roll a dice: 1-2 – Seize Territory 3-4 – Scorched Earth 5-6 – The Raid The Auric Lions are the defenders Twist: Roll a dice: 1-2 – Dusk 3-4 – Dead of Night 5-6 – Dawn	Reward During the final battle of the campaign, at the start of the first hero phase, the victor of this location gains D3 wild dice.

THE DECISIVE BATTLE

War has raged between Amberstone Watch and the Morruk Hills, with the Thunderstrike Stormcasts of the Auric Lions clashing with the Kruleboyz under the command of Gazog across multiple fronts. The Auric Lions have sought to consolidate their position at Amberstone Watch while the Kruleboyz have tried to undermine them every step of the way. Through bitterly fought battles, one side has now gained the advantage and rides out to defeat their foe once and for all.

THE WARBANDS

Each player musters a warband of no more than 1,300 points. The Auric Lions player musters a warband that consists of fighters with the **Thunderstrike Stormcasts** faction runemark (☼) and the Gazog's Boyz player musters a warband that consists of fighters with the **Kruleboyz** faction runemark (☹). Each warband must include the 3 heroes from the campaign. The leader of the Auric Lions warband is Tyberain Vorst and the leader of the Gazog's Boyz warband is Gazog. The Gazog's Boyz warband can include 4 fighters with the **Leader** runemark (✱) if those 4 fighters are the 3 heroes of the campaign and a Murknob with Belcha-banna.

The player who has won 2 battles in the campaign so far is the attacker. The other player is the defender.



TERRAIN

The defender sets up the terrain. If the Auric Lions player has won 2 battles, the terrain is set up to represent the swamps at the foot of the Morruk Hills. If the Gazog's Boyz player has won 2 battles, the terrain is set up to represent the ruins of Amberstone Watch.

DEPLOYMENT

3 deployment cards are drawn. Each player discards 1 of them (starting with the attacker) – the remaining card is used. The attacker chooses who is red and blue and orientates the deployment card.

VICTORY

A player wins the battle as soon as all enemy fighters are taken down.

TWIST

Victory At All Costs: In the hero phase, when a player is declaring how to use their wild dice they can instead declare **victory at all costs**. If they do so, they gain 2 wild dice instead of 1, and then declare how

they will be used. Each player can declare victory at all costs only once per battle. Once a player has declared victory at all costs, they receive no further wild dice in subsequent battle rounds.

BATTLEPLAN ABILITIES

This battleplan has 2 unique abilities that can only be used when playing this battleplan:

BATTLEPLAN ABILITIES

	[Double] From the Heavens: This fighter makes a bonus move action. At the end of that move action, if there are any enemy fighters within 1" of this fighter, pick 1 of those fighters. Allocate D3 damage points to that fighter.
	[Double] Out of the Mists: This fighter can use this ability only if there are no visible enemy fighters within 12" of this fighter. This fighter makes a bonus move action.

