WARHAMMER AGE OF SIGMAR

ADVENTURE BATTLEPLAN 3 – THE TAINTED REALMGATE

Your Stormcast Eternals Sequitors have successfully claimed the Relic in the name of the God-King Sigmar. However, upon entering the Realmgate a powerful spell has caused your Sequitors to appear not in the Realm of Azyr as planned, but at the magical anomaly known as the Eightpoints.

Existing between worlds, this land of gateways was once the jewel of the Eight Realms and allowed safe passage between the realms. Long ago conquered by Archaon, the greatest of the Dark Gods' champions, it now holds a portal torn into the Realm of Chaos allowing him to move his armies to wherever he needs them.

A Gaunt Summoner of Tzeentch, a servant of Archaon, has disrupted and frozen the Realmgate your Sequitors were travelling through bringing them to the Eightpoints. Furthermore, he has stolen the Relic and plans to destroy it. Without this relic, Sigmar's plans to save the Mortal Realms cannot happen!

The Gaunt Summoner has used his arcane powers to cause mystical illusions of himself masking his true identity. Each will need to be banished to unveil the true Gaunt Summoner.

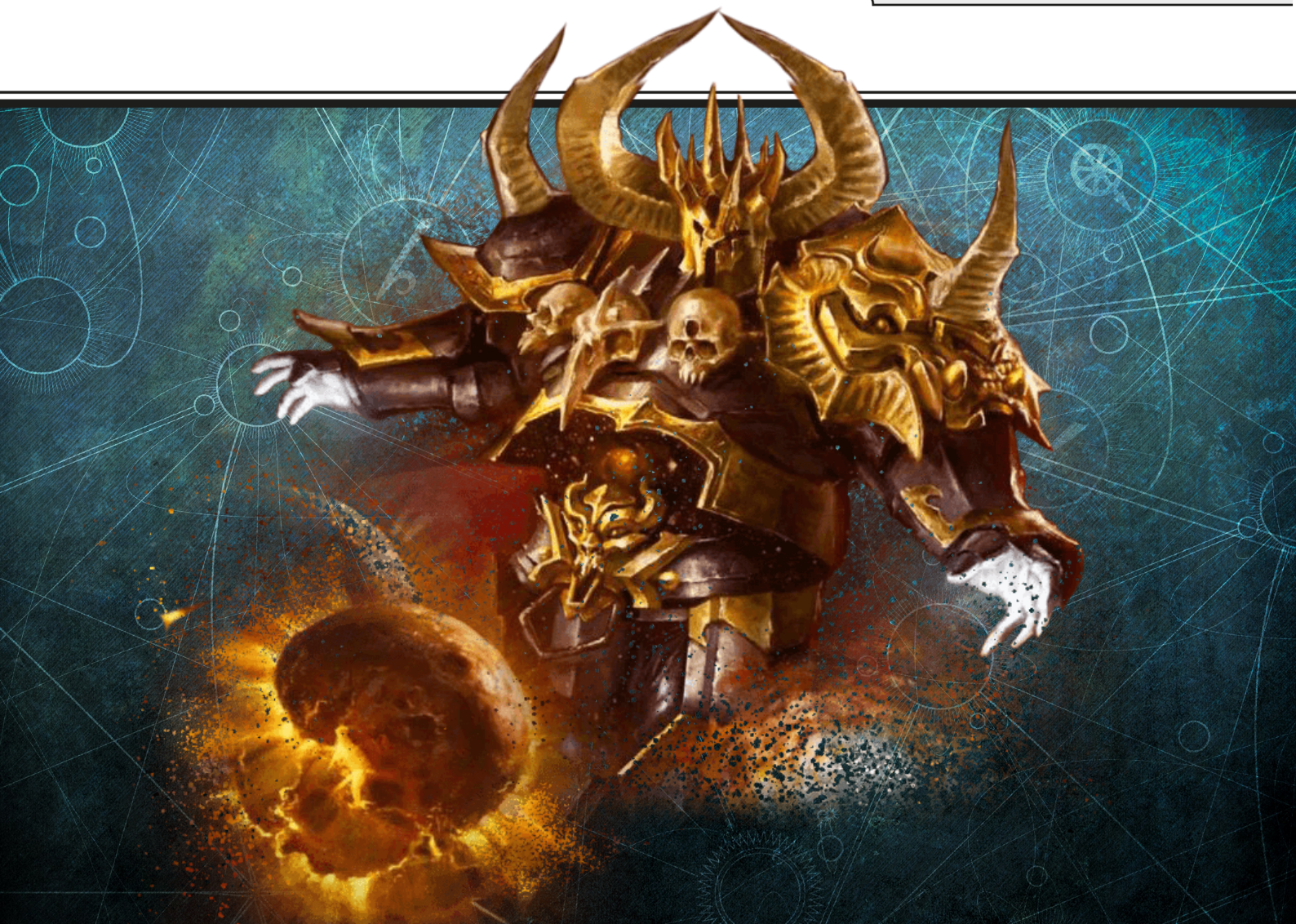
Your Sequitors must find and banish the Gaunt Summoner, retrieve the relic and return to Sigmar.

The Fate of the Mortal Realms is in your hands...

FACTION FOCUS:

GAUNT SUMMONERS OF TZEENTCH

Originating from deep within the Realm of Chaos, the Gaunt Summoners are powerful daemon sorcerers of Tzeentch. Only nine of these bizarre, faceless creatures exist at any one time, and it is a rare event to see more than one in a single location - it is a testament to their power that a single Gaunt Summoner can change the tide of battle completely.



THE TAINTED REALMGATE WARSCROLLS
BATTLEPLAN 3

STORMCAST ETERNALS SEQUITOR WARSCROLL

Movement	Wounds	Armour Save
5”	2	4+

MELEE: STORMSMITE MAUL

Attacks	To Hit	To Wound
2	3+	3+

GAUNT SUMMONER WARSCROLL

Movement	Wounds	Armour Save
*	5	4+

MELEE: WARPTONGUE BLADE

Attacks	To Hit	To Wound
1	3+	2+

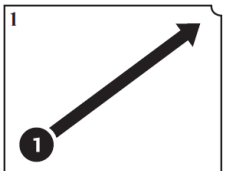
SHOOTING: CHANGESTAFF

Range	Attacks	To Hit	To Wound
18”	2	3+	4+

**The Gaunt Summoner’s movement is explained in the How to Play section.*

HOW TO MOVE

1

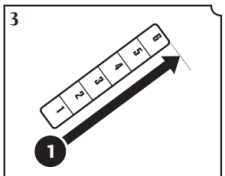


Each model can only move once per turn.

2

Check the Move characteristic on the datasheet for that model.

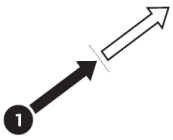
3



Use a range ruler to move that model up to the number of inches shown in the Move characteristic.

HOW TO RUN

1

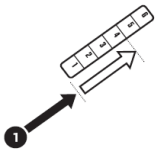


After it has moved normally, a model can make a special move called an Advance – roll a dice.

2

The score on your dice roll shows how far your model will Advance – a high roll is better!

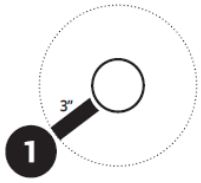
3



Next, use your range ruler to move your model the distance that you rolled on your dice.

HOW TO FIGHT

1. CHARGE AND PILE IN:

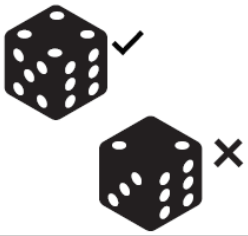


Unless it has advanced, a model within 3" of any enemy models may **pile in.**

To pile in, move your model up to 3" towards the closest enemy model.

A model may attack once with each of their Melee weapons. The weapons can be found on the models Warscroll.

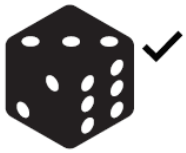
2. HIT ROLLS:



Pick a weapon and roll a number of dice equal to the weapon's Attack characteristic.

If the result of each dice is equal to or more than weapon's To Hit characteristic that **attack** hits. If the result is lower, that attack misses. Discard any dice that miss.

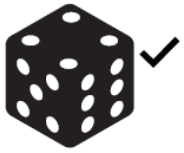
3. WOUND ROLLS:



For each attack that has hit, roll that dice again to see if it wounds.

If the result is equal to or higher than the weapons **To Wound** characteristic there is a chance the enemy might be hurt by your attack.

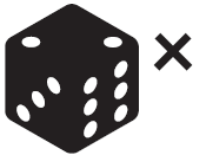
4. SAVING THROW:



For each attack that wounds, the model being attacked will need to take an **Armour Save.**

If the result is equal to or higher than the model's Armour Save characteristic the blow is deflected.

5. INFLICT DAMAGE:

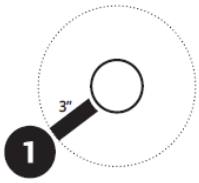


For each armour save that fails, place a wound token next to the model.

Once the number of wound tokens is the same as their **Wounds** characteristic the model is slain and removed from the game.

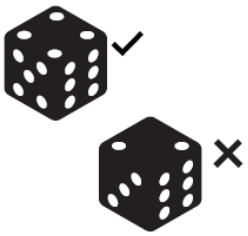
HOW TO SHOOT

1. PICK A TARGET



Unless it has advanced, a model may attack once with each of their Shooting weapons on their Warscroll. Pick a target within **Range** of the weapon.

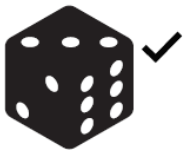
2. HIT ROLLS



Pick a weapon and roll a number of dice equal to the weapon's **Attack** characteristic.

If the result of each dice is equal to or higher than weapon's **To Hit** characteristic that attack hits. If the result is lower, that attack misses. Discard any dice that miss.

3. WOUND ROLLS



For each attack that has hit, roll that dice again to see if it wounds.

If the result is equal to or higher than the weapons **To Wound** characteristic there is a chance the enemy might be hurt by your attack.

4. SAVING THROWS

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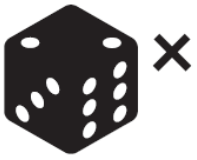


For each armour save that fails, place a wound token next to the model.

Once the number of wound tokens is the same as their **Wounds** characteristic the model is slain and removed from the game.

HOW TO SET UP
BATTLEPLAN 3

Up to nine players can join in playing this Adventure Battleplan.

Each player will need:

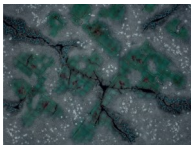
1x Gaunt Summoner Token

2x Dice

5x Wound Tokens

1x First Player token
(only 1 needed per game)

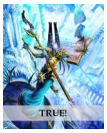
1x Range Ruler



1x Eightpoints Battle Mat

1x Realmgate token
(only 1 needed per game)

1-6 Numbered tokens
(only 1 needed per game)



1x True Gaunt Summoner Card
(only 1 needed per game)

1x Illusion Card

1x Sequitor

1. Place your battlemats together to form a map. This can be in any shape or combination.

2. Once the Map has been created, place the Realmgate token at the centre of the Map.

3. Place each of the numbered counters in a different corner. The Gaunt Summoners powers spread like a spider's web, the numbered counters mark the edges of this web of magic.

4. Next, one of the players takes the True Gaunt Summoner Card and then one Illusion Card for each other player

For example, in a 4 player game, you would need 1 True Gaunt Summoner Card and 3 Illusion cards.

5. Shuffle the cards together and place a card in front of each player facedown without looking.

No players may look at these cards until instructed!

6. Each player takes a Gaunt Summoner token and writes their name on the back to know which one belongs to them. Each player will control a Gaunt Summoner token until it is removed.

7. Each player then rolls a dice and places their Gaunt Summoner token on the numbered counter matching the result on their dice.

8. Finally, each player places their Sequitor touching the Realmgate

HOW TO PLAY
BATTLEPLAN 3

To start the game, pick one participant to be the first player and give them the First Player token. After each round of play, pass the token to the player on the right, who will then take the first turn.

Turn Sequence
This game is played in **rounds**. To complete a **round**, each player will resolve their turn with their Sequitor and then a Gaunt Summoner token. After every player has resolved their turn the next round will then start.

Chapters
This battleplan consists of 2 chapters. In the first chapter, the players will attempt to reveal the true Gaunt Summoner by banishing each illusion until he is found.
The second chapter starts when the true Gaunt Summoner has been revealed. He is now much more dangerous and must be stopped!

How to Win
To win this game, the Sequitors must banish the true Gaunt Summoner by reducing him to 0 wounds. Once he has been banished the Sequitors retrieve the relic and return to Sigmar through the now opened Realmgate.

If the Gaunt Summoner slays all the Sequitors he steals the Relic and the players lose - try again!

CHAPTER ONE

FOLLOW THE STEPS FOR THE SEQUITOR FIRST AND THEN THE GAUNT SUMMONER

	STORMCAST ETERNAL SEQUITOR	GAUNT SUMMONER ILLUSION
1.	Move your Sequitor following the instructions on the Sequitor Warscroll.	If there is a Gaunt Summoner token with your name on, roll a dice. Move the Gaunt Summoner to the numbered token matching the result on the dice.
2.	Provided that your Sequitor didn't run this turn, they can either: • Pile in and fight a Gaunt Summoner token following the instructions on the Sequitor Warscroll. **OR** • Choose to cleanse the ground with their Stormsmite Maul and shrink the Gaunt Summoner's web of magic When cleansing the ground, pick a numbered token within 1" of the Sequitor and move it 3" towards the Realmgate.	The Gaunt Summoner will then attack. Roll another dice: **On a 1, 2 or 3**: The Gaunt Summoner shoots with his Changestaff following the instructions on the Gaunt Summoner Warscroll. **On a 4, 5 or 6**: The Gaunt Summoner piles in and attacks with his Warptongue Blade following the instructions on the Gaunt Summoner Warscroll.

If a Gaunt Summoner takes a wound the player who's name is on the token flips over their facedown card:

If the card is an **Illusion card** the wounded Gaunt Summoner token is removed - this Gaunt Summoner was a fake and the illusion vanishes.

If the card is the **True Gaunt Summoner card**, the other Gaunt Summoners and Illusion cards are removed. The true Gaunt Summoner has been found. He now must be slain!

MOVE ONTO CHAPTER 2 ONCE THE TRUE GAUNT SUMMONER HAS BEEN REVEALED

CHAPTER TWO

FOLLOW THE STEPS FOR THE GAUNT SUMMONER FIRST AND THEN THE SEQUITOR

	GAUNT SUMMONER	STORMCAST ETERNAL SEQUITOR
1.	Roll a dice and move the Gaunt Summoner to the token matching the result on the dice.	Move your Sequitor following the instructions on the Sequitor Warscroll.
2.	The Gaunt summoner will shoot the closest model with his Changestaff following the instructions on the Gaunt Summoner Warscroll. Then, if there is a Sequitor within 3" the Gaunt Summoner will pile in and attack the closest model with his Warptongue Blade.	Provided that your Sequitor didn't run this turn, they can either: • Pile in and fight a Gaunt Summoner token following the instructions on the Sequitor Warscroll **OR** • Choose to cleanse the ground with their Stormsmite Maul and shrink the Gaunt Summoner's web of magic When cleansing the ground, pick a numbered token within 1" of the Sequitor and move it 3" towards the Realmgate.

Ready for More?

Now you have mastered how to Move, Fight and shoot, continue your Stormcast Eternals' story in the final Adventure Battleplan.

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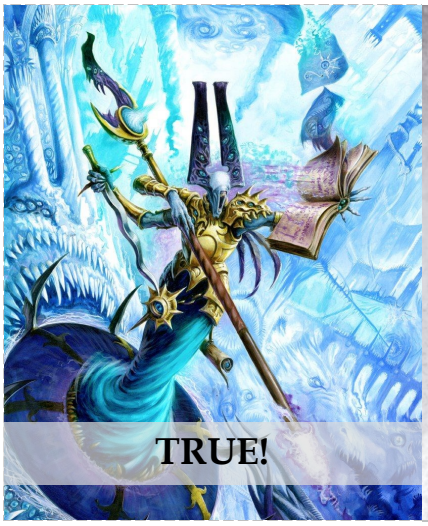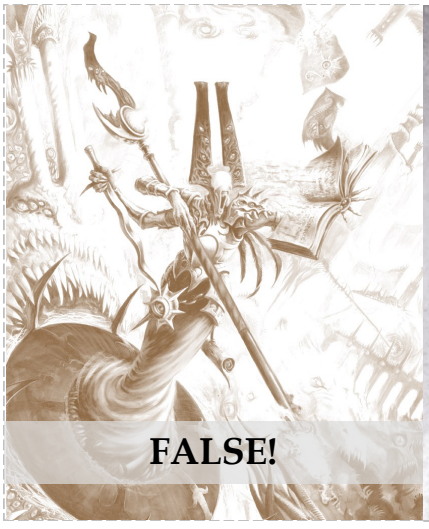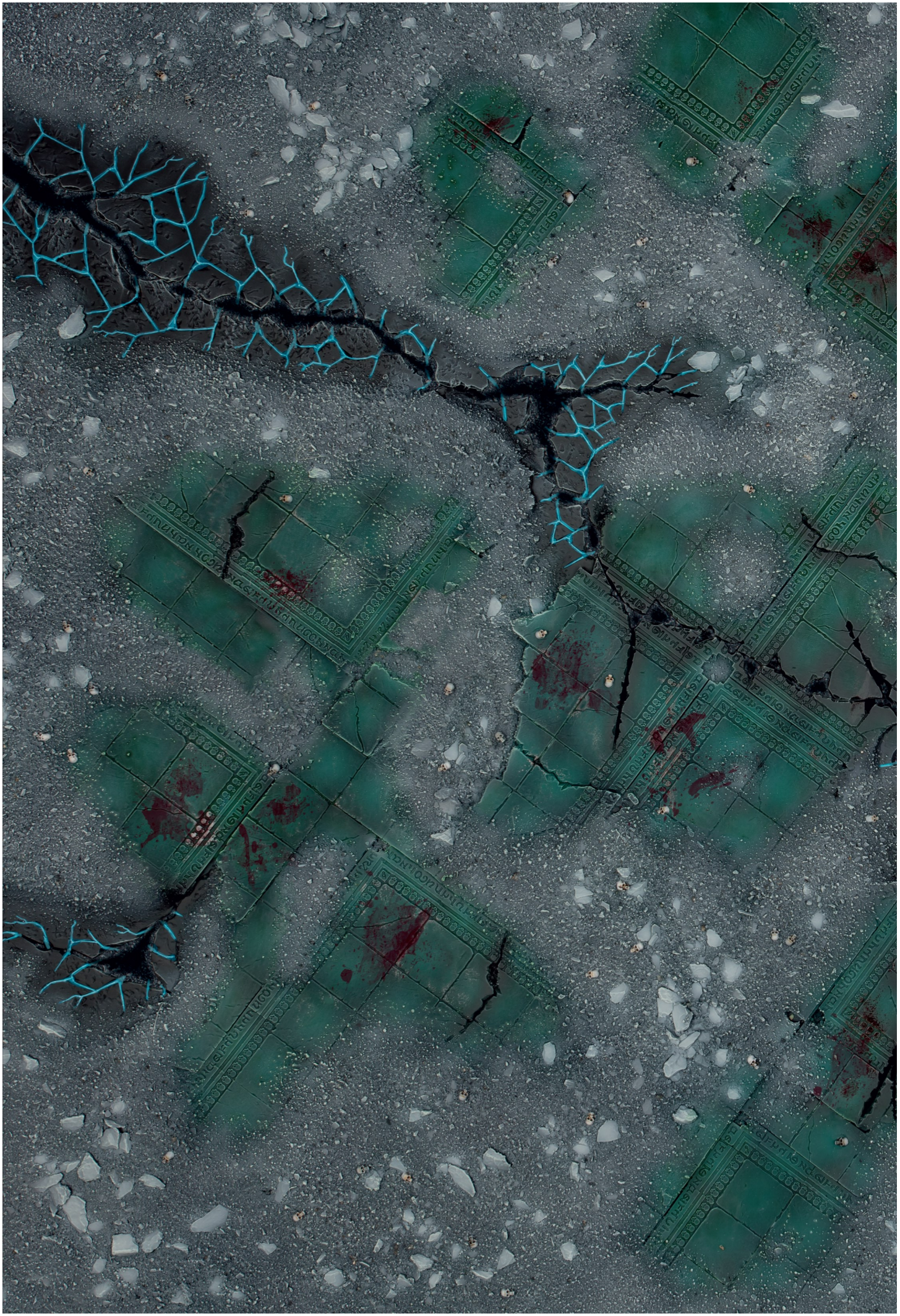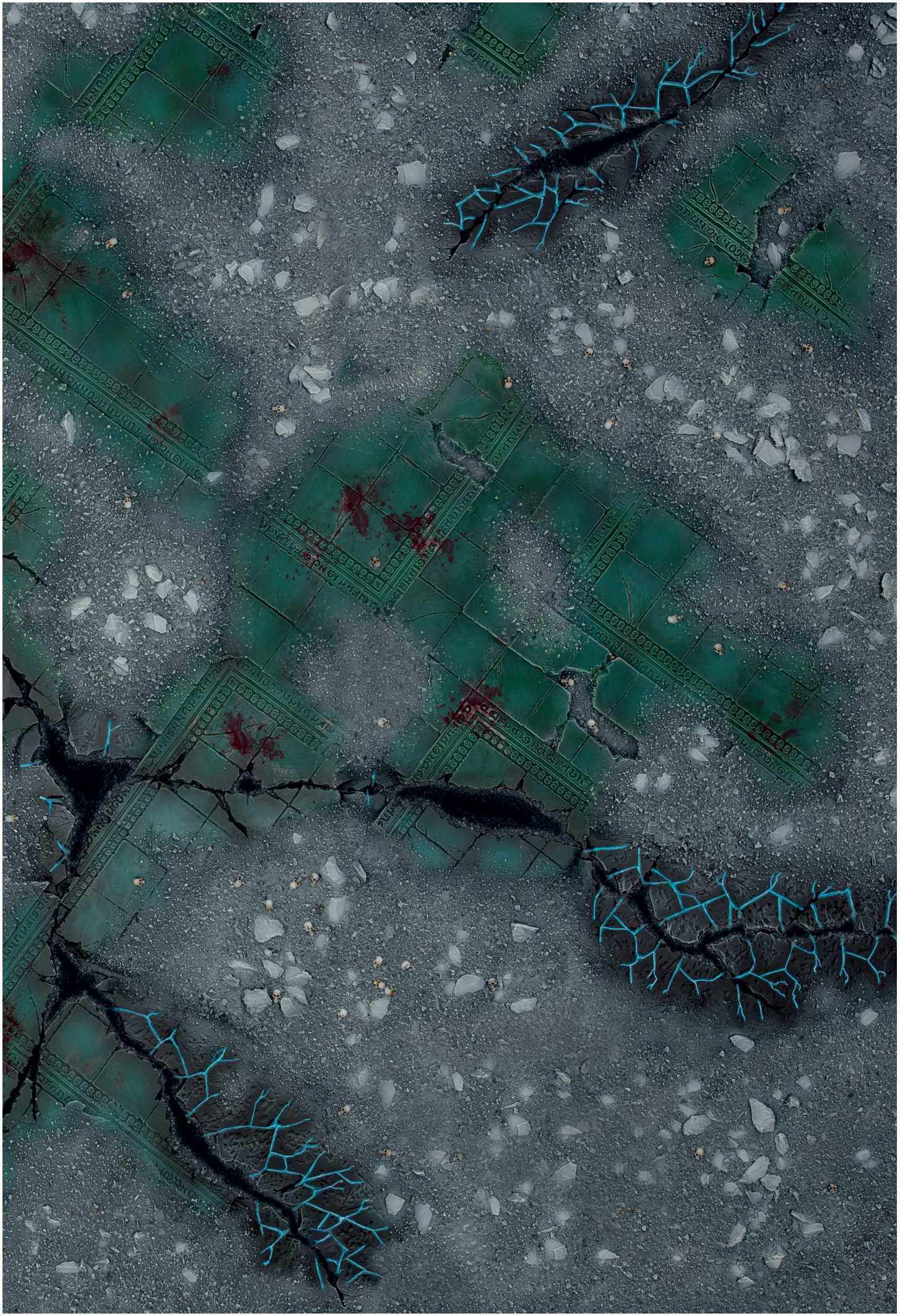
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