

WARHAMMER AGE OF SIGMAR

CREATE YOUR OWN ADVENTURE BATTLEPLAN



Use this template to help write your future battleplans! Simply follow the instructions and use the resources to plan and design your own to play in your club.



START HERE

Designing a battleplan for Warhammer Age of Sigmar can be tricky and may take some thought and a few drafts before you are ready to play it with your friends. Use the standard rules for the Stormcast Eternals that are included and create your battleplan around this Warscroll. If you have access to any Warhammer Age of Sigmar battletomes, rulebooks or Warcrolls, make sure you also use these as a great reference throughout the project. You can even access some rules for free on the Games Workshop webstore or using the Age of Sigmar app. Once you have everything you need, follow these simple instructions to get started!

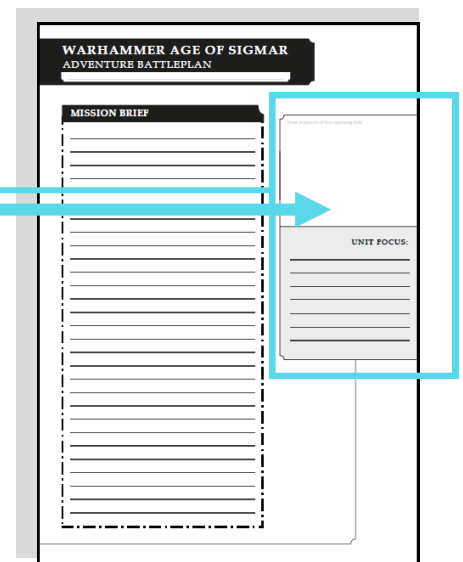
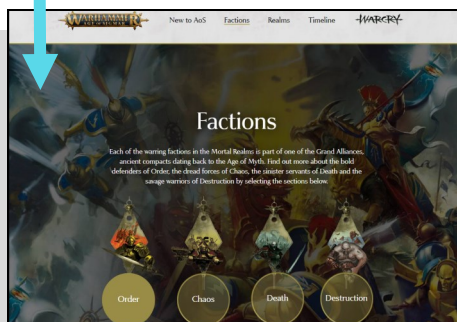
1 RESEARCH

Research the factions of Warhammer Age of Sigmar and choose an enemy to focus your battleplan on. Draw a picture and write some information about them in the Unit Focus box.

Top Tip:

Visit the Warhammer Age of Sigmar website to find out more about the factions.

ageofsigmar.com



2 WRITE A BATTLEPLAN BRIEF

Think about the story of your battleplan and write a narrative brief. When creating it, consider including the following information:

- Set the scene, how has the story moved on from Battleplan 3?
- How and why is your chosen enemy a threat?
- What must the Stormcast Eternals do to ensure victory?

WARHAMMER AGE OF SIGMAR
ADVENTURE BATTLEPLAN

MISSION BRIEF

UNIT FOCUS:

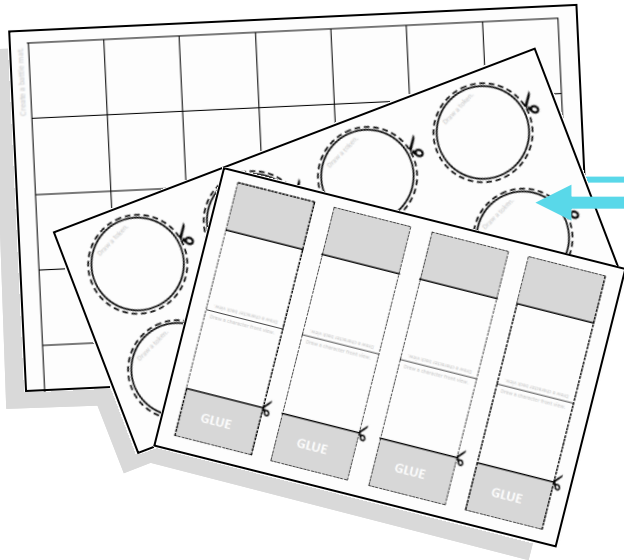


Top Tip:

The Warhammer Age of Sigmar core books are full of battleplans you can use to inspire your own as well as containing the full rules for playing games with your collection.

3 DESIGN YOUR BATTLEPLAN ASSETS

Using the squared paper and blank tokens, create rough designs for a battle mat and game pieces. It will help you to think of how the game will be played if you have these assets in front of you. You can change these as you go and add or change things later on if needed.



Top Tip:

Incorporate any existing models in your club collection into your battleplan.

Using models will make your battleplan look great and enhance the experience of the players.



4 DEVELOP YOUR BATTLEPLAN IDEA

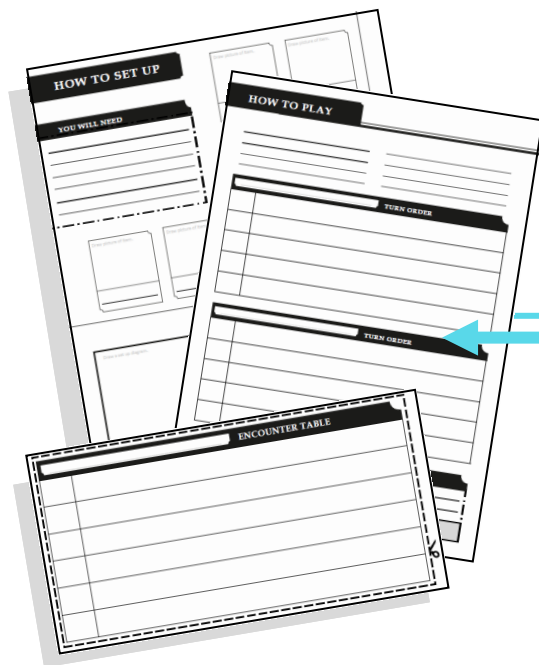
Use your draft token assets and have fun developing an idea of how your battleplan could be told through its narrative. Some thinking points could be:

- How would the enemy act in the situation? For example, would they rush in and attack like Khorne Daemons or be unpredictable like Orruks?
- What is the mission objective and how do they achieve it? For example, do the players need to retrieve, protect or destroy something important?
- How would environmental conditions affect the game? For example, are there hills, woods or obstacles that may affect how a model moves or fights?



WRITE YOUR INSTRUCTIONS 5

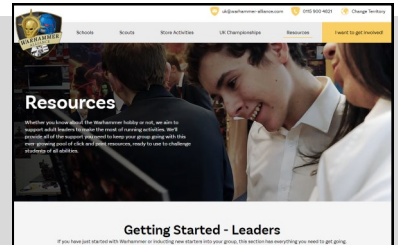
Using your ideas, start to fill in the remaining boxes on the sheet with your draft game instructions. This stage of the development is the most time-consuming and it may take you a number of attempts, so make sure you have spare copies! Refer back to the other Adventure Battleplans for inspiration if needed.



Top Tip:

Visit the Warhammer Alliance Website to download and play the previous Crusade Missions.

warhammer-alliance.com



6 PLAYTEST YOUR BATTLEPLAN

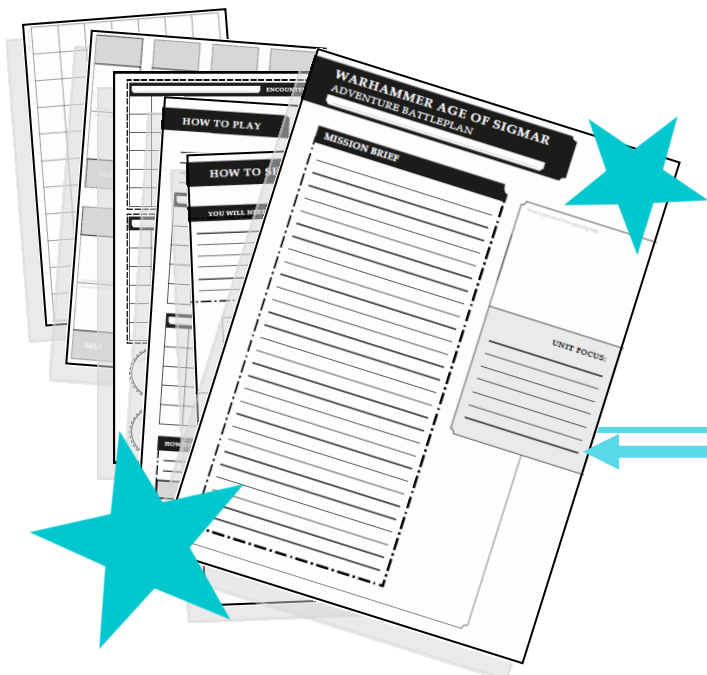
When you are happy with your battleplan, ask a friend to play-test it. Most games designers will test their ideas extensively before they produce a final version. When play-testing it, some things to look out for are:

- Your game instructions should be clear and easy to follow. Can your friend set up and play the game without asking you any questions?
- Make notes of the questions you are asked and when you have finished, re-read the rules you've written. Can you make your instructions easier to understand in the areas your play-tester asked for help?
- Ask for feedback! Ask your play-tester what they liked, what they didn't like and if they have any suggestions. Use this feedback to improve your idea.



CREATE YOUR FINAL DRAFT 7

When you are ready, create your final version! Using your notes and drafts, fill-in-the-blank sheets to make your finished version. Consider asking someone to scan or photocopy it so you have plenty of copies to share with your Warhammer club!



STORMCAST ETERNALS SEQUITOR WARSCROLL



Movement 5"	Wounds 2	Armour Save 4+
MELEE: STORMSMITE MAUL		
Attacks 2	To Hit 3+	To Wound 3+

HOW TO MOVE

<p>1</p> <p>Each model can only move once per turn.</p>	<p>2</p> <p>Check the Move characteristic on the datasheet for that model.</p>	<p>3</p> <p>Use a range ruler to move that model up to the number of inches shown in the Move characteristic.</p>
HOW TO RUN		
<p>1</p> <p>After it has moved normally, a model can make a special move called an Advance - roll a dice.</p>	<p>2</p> <p>The score on your dice roll shows how far your model will Advance - a high roll is better!</p>	<p>3</p> <p>Next, use your range ruler to move your model the distance that you rolled on your dice.</p>

HOW TO FIGHT

<p>1. CHARGE AND PILE IN:</p> <p>Unless it has advanced, a model within 3" of any enemy models may pile in.</p> <p>To pile in, move your model up to 3" towards the closest enemy model.</p> <p>A model may attack once with each of their Melee weapons. The weapons can be found on the models Warscroll.</p>	<p>2. HIT ROLLS:</p> <p>Pick a weapon and roll a number of dice equal to the weapon's Attack characteristic.</p> <p>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.</p>	<p>3. WOUND ROLLS:</p> <p>For each attack that has hit, roll that dice again to see if it wounds.</p> <p>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.</p>	<p>4. SAVING THROW:</p> <p>For each attack that wounds, the model being attacked will need to take an Armour Save.</p> <p>If the result is equal to or higher than the model's Armour Save characteristic the blow is deflected.</p>	<p>5. INFLECT DAMAGE:</p> <p>For each armour save that fails, place a wound token next to the model.</p> <p>Once the number of wound tokens is the same as their Wounds characteristic the model is slain and removed from the game.</p>
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HOW TO SHOOT

<p>1. PICK A TARGET</p> <p>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.</p>	<p>2. HIT ROLLS</p> <p>Pick a weapon and roll a number of dice equal to the weapon's Attack characteristic.</p> <p>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.</p>	<p>3. WOUND ROLLS</p> <p>For each attack that has hit, roll that dice again to see if it wounds.</p> <p>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.</p>	<p>4. SAVING THROWS</p> <p>For each attack that wounds, the model being attacked will need to take an Armour Save.</p> <p>If the result is equal to or higher than the model's Armour Save characteristic the blow is deflected.</p>	<p>5. INFLECT DAMAGE</p> <p>For each armour save that fails, place a wound token next to the model.</p> <p>Once the number of wound tokens is the same as their Wounds characteristic the model is slain and removed from the game.</p>
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HOW TO SET UP

YOU WILL NEED

Draw picture of item.

Draw picture of item.

Draw picture of item.

Draw picture of item.

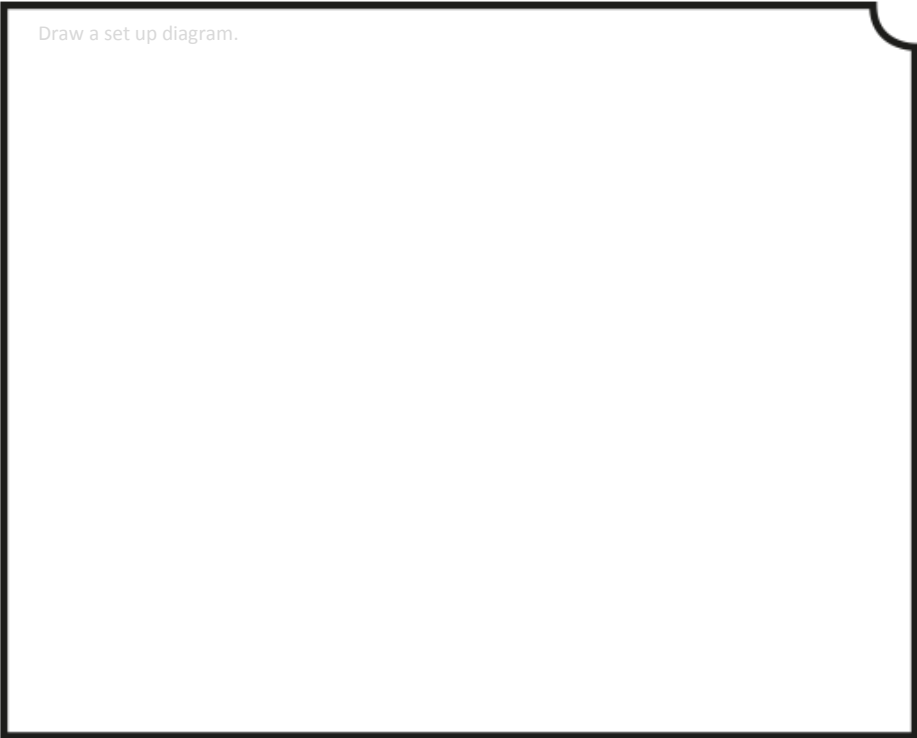
Draw picture of item.

Draw picture of item.

Draw picture of item.

Draw picture of item.

Draw a set up diagram.



SET UP INSTRUCTIONS

HOW TO PLAY

TURN ORDER

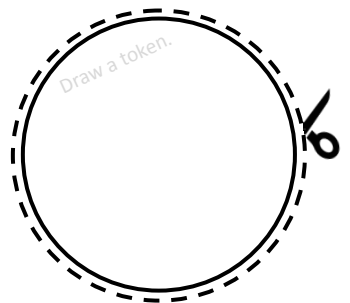
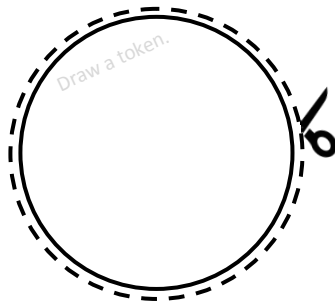
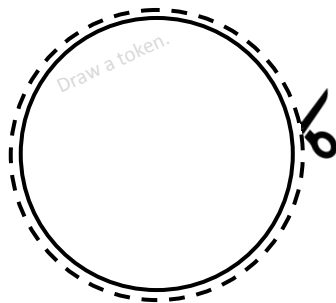
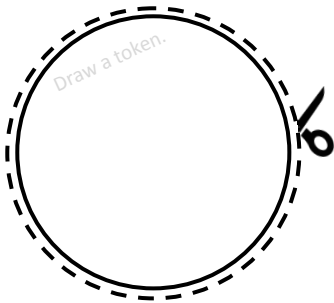
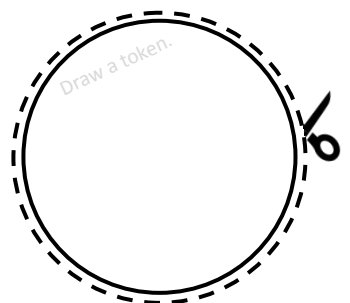
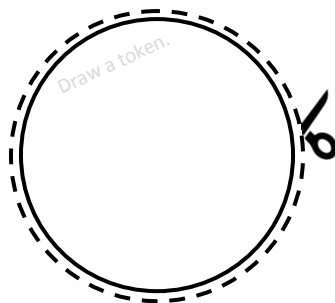
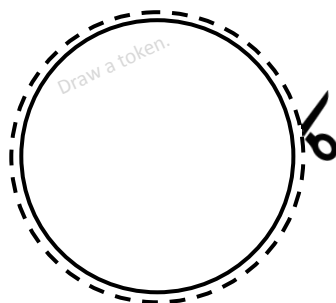
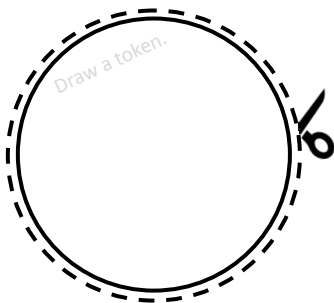
TURN ORDER

HOW TO WIN

ENCOUNTER TABLE



ENCOUNTER TABLE



Draw a character back view.

Draw a character front view.

GLUE

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