



# TROPHY KILL

There are few better ways of earning fame and glory than hunting down and slaying a dangerous monster, though taking on such a creature with only a handful of warriors is not without its risks...

## THE WARBANDS

The players choose their warbands as described in *Warhammer Age of Sigmar: Skirmish*.

## THE TROPHY KILL

You will need a **Monster** from your collection to act as the trophy kill being hunted by the two rival warbands. It is treated as an enemy model by both sides.

## THE BATTLEFIELD

Set up the scenery for the battle as described in the *Warhammer Age of Sigmar* rules.

## SET-UP

Both players roll a dice, re-rolling in the case of a tie, and the player that rolls higher picks one of the territories shown on the map. The players alternate setting up models one at a time, starting with the player that won the dice roll to determine territories. Models must be set up fully within their own territory.

After both players have finished setting up, the trophy kill is set up in the centre of the battlefield.

## THE TROPHY KILL'S TURN

After both players have taken their turn in each battle round, you must resolve a special turn for the trophy kill. The battle round only ends once the trophy kill's turn is finished. The trophy kill only makes attacks during its own turn, as described next. It does not attack during the players' turns, even if it is attacked itself.

Roll a D3 at the start of each of the trophy kill's turns and consult the table below to see what actions the trophy kill takes. The column used is determined by the distance the trophy kill is from any of the players' models at the start of its turn.

Decide between you which player rolls the dice for the trophy kill. When a player's models attack or are attacked by the trophy kill, we suggest that their opponent make the trophy kill's rolls.

## MOVING THE TROPHY KILL

When moving, piling in or charging with the trophy kill, always move it by the shortest route possible towards the target model.

## RANDOMISATION

Some of the trophy kill's actions will ask you to randomly determine something – usually the nearest model to it. You may do this in a variety of ways, but the simplest is to assign a number to each and roll a number of dice, re-rolling any results not assigned to an eligible model. For example, you need to randomly select the nearest model, but 5 are equidistant. Assign each model a number from 1 to 5 and roll a dice, re-rolling rolls of a 6. If the group you're randomising is larger than 6, simply split the group into 2 or more smaller groups (of no more than 6), randomly determine one of those groups and then randomly determine the result within that group.

## VICTORY

Do not use any of the victory conditions from the *Warhammer Age of Sigmar* rules sheet. Instead, if one player slays the trophy kill or wipes out their opponent's warband, the game ends immediately and they win a **major victory**. Otherwise, the game will end in a **draw** after five battle rounds have been completed.

**Designer's Note:** This battleplan can either be used as a matched play Skirmish battle or as part of a Skirmish campaign. We suggest using the size of the two warbands taking part in the game to determine the power of the model you use as the trophy kill. A **Monster** with a

Wounds characteristic of 12-15 will make for a fun and exciting challenge in most cases, but if you are fielding warbands with a considerable level of renown, you may want to try a monster with a more formidable Wounds characteristic of 16-20 instead.



| D6  | MORE THAN 3" FROM ANY OTHER MODELS  | WITHIN 3" OF ANY OTHER MODELS  |
|-----|---|--|
| 1-2 | <p><b>Terrifying Roar:</b> <i>The monster unleashes a bowel-loosening roar that sends all but the most stoic warriors fleeing for their lives.</i></p> <p>Each player rolls 2D6 and compares the result to their general's Bravery characteristic. One model flees from their warband for each point by which the total exceeds their general's Bravery characteristic.</p>   | <p><b>Terrifying Roar:</b> <i>The monster unleashes a bowel-loosening roar that sends all but the most stoic warriors fleeing for their lives.</i></p> <p>Each player rolls 2D6 and compares the result to their general's Bravery characteristic. One model flees from their warband for each point by which the total exceeds their general's Bravery characteristic.</p>  |
| 3-4 | <p><b>Attack From Afar:</b> <i>The monster plants its feet and attacks its nearest assailants from a distance.</i></p> <p>The trophy kill attacks the nearest model with any missile weapons it has. Resolve these attacks one at a time; the monster attacks the next-closest model each time the closest is slain. If the trophy kill slays any models, a battleshock phase is resolved at the end of its turn. If the trophy kill has no missile weapons, treat this result as a Terrifying Roar instead.</p>  | <p><b>Rampage!:</b> <i>The monster tears a bloody path through its foes in an attempt to fight its way free.</i></p> <p>The trophy kill piles in 3" and attacks the nearest model with one of its melee weapons – if it has more than one, randomly determine which is used. After resolving these attacks, roll a D6 and repeat this process a number of additional times equal to the number rolled (or until there are no more models within 3" of the trophy kill). It will then immediately retreat 2D6" towards the centre of the battlefield if it is able to do so. If the trophy kill slays any models, a battleshock phase is resolved at the end of its turn.</p> |
| 5-6 | <p><b>Hit &amp; Run:</b> <i>The monster rampages towards its nearest foes, intent on tearing them apart before withdrawing.</i></p> <p>Make a 3D6 charge roll for the trophy kill. It will attempt to charge the nearest model and attack it with one of its melee weapons – if it has more than one, randomly determine which is used. If it slays that model, repeat this process, but with a charge roll of 2D6, and a third time should it also slay that model, but with a charge roll of D6. It will then immediately retreat 2D6" towards the centre of the battlefield if it is able to do so. If the trophy kill slays any models, a battleshock phase is resolved at the end of its turn.</p> | <p><b>Massacre!:</b> <i>The monster attacks its would-be killers with all the terrifying power at its disposal.</i></p> <p>Resolve the Attacks From Afar result, then resolve the Rampage! result. If there are no models within 3" of the trophy kill after resolving the Attacks From Afar result, resolve the Hit &amp; Run result instead. If the trophy kill slays any models, a battleshock phase is resolved at the end of its turn.</p>  |

## HINTS & TIPS

Engaging the trophy kill directly may seem like a bold but effective stratagem at first, but if you fail to make your opening blow count, then you risk either leaving your opponent with an easy kill or losing much of

your warband's strength in the act. Timing is everything – you may need to work alongside your opponent for a while before you fully commit to taking out their warband or the trophy kill.

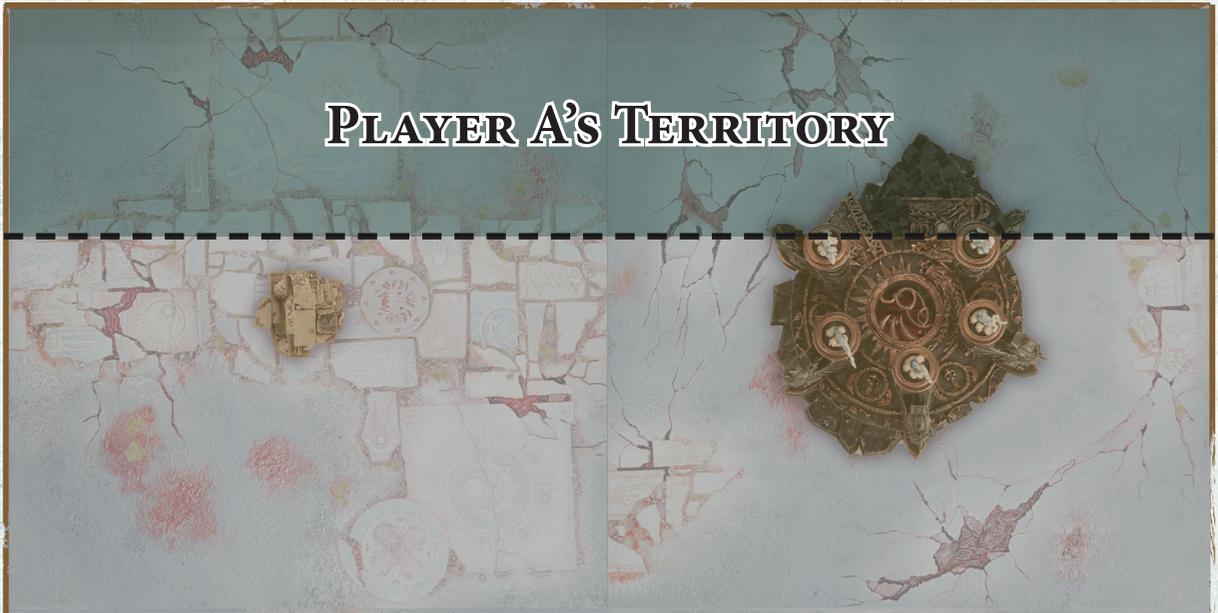
## TO THE VICTOR, THE SPOILS!

If you are playing this game as part of a Skirmish campaign, the winner earns an extra D6 renown, or 2D6 renown if they won by slaying the trophy kill.

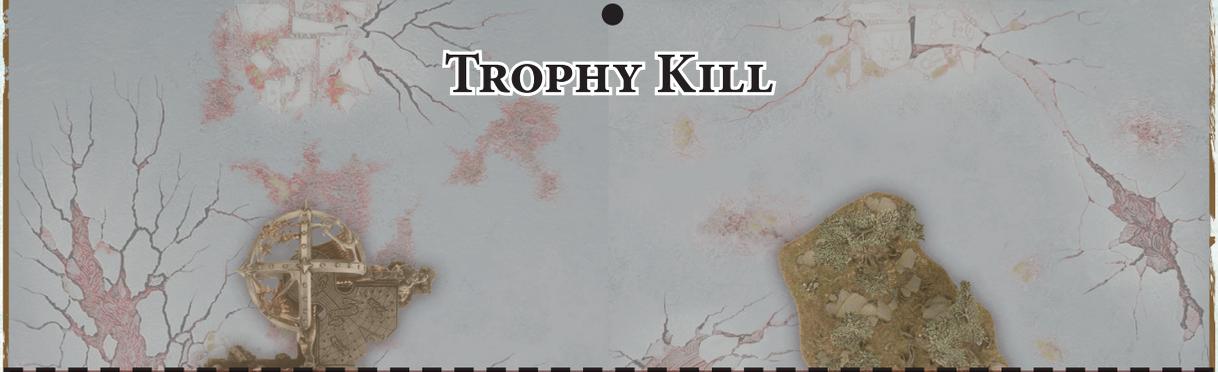


6"

**PLAYER A'S TERRITORY**



**TROPHY KILL**



6"

**PLAYER B'S TERRITORY**





# TIME OF WAR

The Beast Wars saw the rise and fall of many monstrous creatures, from entities wise and noble despite their terrifying appearance, to fell behemoths of base intelligence that revelled in the wanton destruction left in their wake.

## THE BEAST WARS

If you decide a battle is taking place in Ghur, the Realm of Beasts, then you can specify it is occurring during the Beast Wars. If you do, the following rules apply. These rules can be used instead of, or in addition to, the rules for fighting in the Realm of Beasts that can be found in the *General's Handbook 2017*.

If your army won a **major victory** in a battle taking place during the Beast Wars, you can roll on the following table instead of the Triumph table on the *Warhammer Age of Sigmar* rules sheet in your next battle. The result applies for the duration of the battle.

| D6 | BEAST WARS TRIUMPHS  |
|----|--|
| 1  | <p><b>Blessing of Ghur:</b> <i>This beast's body is infused with the energies of Ghur, and can swiftly recover from the injuries it sustains.</i></p> <p>Pick a <b>Monster</b> from your army. At the start of your hero phase, you can heal D3 wounds that have been allocated to that monster. This is in addition to any wounds healed by A Time of Monsters (see Tuesday's Time of War rules).</p>   |
| 2  | <p><b>Titanic Strength:</b> <i>Ghur's magical power lends this monster the strength to sunder mountains.</i></p> <p>Pick a <b>Monster</b> from your army. Add 1 to wound rolls for attacks made with that monster's melee weapons.</p>   |
| 3  | <p><b>Eye of the Ever-serpent:</b> <i>This ancient gemstone, bound within a large torc, is believed to have been created by a cosmic entity during Ghur's creation, and it is said that whilst the realm itself endures, so too shall the creature that wears it.</i></p> <p>Pick a <b>Monster</b> from your army. Roll a dice each time you allocate a mortal wound to that monster. On a 3+ the mortal wound is negated.</p>   |
| 4  | <p><b>Mark of the Deathbeast:</b> <i>A fateful boon has been bestowed upon this creature; should it fall before the next lunar cycle, it will benefit from a burst of unnatural strength to strike back at its killers.</i></p> <p>Pick a <b>Monster</b> from your army. If that monster is slain, before removing it as a casualty, you can immediately either shoot with it as if it were your shooting phase, or pile in and attack with it as if it were the combat phase. If the monster has a damage table, use the characteristics on the top line when it does so.</p> |
| 5  | <p><b>Predator's Gift:</b> <i>This monstrous beast has been granted enhanced predatory skills, including heightened senses and the swiftness to use them to terrible effect.</i></p> <p>Pick a <b>Monster</b> from your army. You can re-roll charge rolls for that monster. In addition, when running with that monster, do not roll a dice; instead, add 6" to its Move characteristic that phase.</p>   |
| 6  | <p><b>The Adamantine Scale:</b> <i>Once belonging to an ancient godbeast, this radiant scale will lend a creature otherworldly protection should it be hammered into its flank.</i></p> <p>Pick a <b>Monster</b> from your army. Reduce the damage of attacks that target that monster by 1 (to a minimum of 1).</p>   |