



Edinburgh
& Lothian Gamers

AGE OF SIGMAR ESCALATION LEAGUE

PLAYERS MANUAL



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ARMY COMPOSITION

PICKING YOUR ARMY

Each unit in a Pitched Battle is assigned a points value and a minimum and maximum unit size in its Pitched Battle profile. These profiles can be found in the Pitched Battle Profiles 2019 book, or in the battletome where the warscroll for the unit appears. The game type you have chosen for your battle determines how many points you can spend on the units in your army. The combined points of the units in your army must not exceed the number of points shown on the chart. For example, in a Battlehost game, you can each field up to 2,000 points' worth of units.

	500	1000	1500	2000
Leaders	1 - 2	1 - 4	1 - 5	1 - 6
Battleline	1 +	2 +	2 +	3 +
Artillery	0 - 1	0 - 2	0 - 3	0 - 4
Behemoth	0 - 1	0 - 2	0 - 3	0 - 4
Other Units	Any Number	Any Number	Any Number	Any Number
Allied Units (pts)	None	200	300	400

ALLEGIANCE

In a Pitched Battle game you must pick an allegiance for your army as described in the core rules. All of the units in the army must either have that allegiance, or be allied to that allegiance (see Allied Units, right).

ENDLESS SPELLS

Endless spells have Pitched Battle profiles and a points cost. By paying the spell's points cost, all WIZARDS in the player's army know that endless spell, and the player can use (and re-use) one endless spell model of the appropriate type in the battle. A player cannot take the same endless spell model more than once for their army, but can take any number of different endless spell models (for example, you could not take two Balewind Vortex models).

BATTLEFIELD ROLES

Some units are assigned a battlefield role in their Pitched Battle profile. A unit's battlefield role is based on how it is used in a battle. The Pitched Battle chart above lists the minimum number of Leaders and Battleline units you must include in a Pitched Battle army, and the maximum number of Leaders, Artillery, and Behemoth units it can include. A model that is a Leader and a Behemoth counts as one Leader and one Behemoth in your army.

ALLIED UNITS

In a Pitched Battle, the number of points that can be spent on allies from the player's total points allowance is shown on the Pitched Battle chart above. For example, a player playing a Battlehost game can spend up to 400 of their 2,000 points on allied units. This is in addition to the restrictions that normally apply to taking allied units. Allied units are not included when working out the number of Battleline units in the army. They do count towards the maximum number of Leader, Behemoth and Artillery units that can be included in the army.

WARSCROLL BATTALIONS

If a player's army includes the units needed to field a warscroll battalion, then the player can include the battalion as part of their army by paying the points cost for it as shown on its Pitched Battle profile. You must pay the cost of the units in the battalion normally – the points value listed for each battalion is an extra cost that allows you to use it.

COMMAND POINTS

You can purchase up to 1 extra command point for 50 points. Add the extra command point to the command points you receive at the start of the battle.

ARMY ROSTER

Once you have picked your army, record the details on a piece of paper (your army roster), and show it to your opponent before setting up your army at the start of the battle.

The roster must include a list of the units, warscroll battalions and endless spells included in your army, what size the units are, the army's allegiance, which units are allies, if you have purchased an extra command point, and which model is the army's general.

Use the notes column for each unit to record the command models you have chosen for it, the spells that are known by the WIZARDS in your army, any artefacts or other items wielded by HEROES in your army, and what command trait you have chosen for your general.

In a Pitched Battle, your general must be a Leader, and cannot be an ally. If your general is slain in a Pitched Battle, do not pick a new one. If your army includes any units that are given keywords when they are set up, such as units with a Mark of Chaos, then these must be written down when the unit is added to the roster.

BATTLEPLAN

KNIFE TO THE HEART

Two warlords are each struggling to gain control of a vital objective that lies deep in their opponent's territory. Both must strive to capture their objective first, ruthlessly wiping out any enemy incursions into their own territory while pushing their own forces deep into the enemy's heartland.

PITCHED BATTLE

Use the Pitched Battle rules

OBJECTIVES

This battle is fought to control 2 objectives. 1 objective is located in each half of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

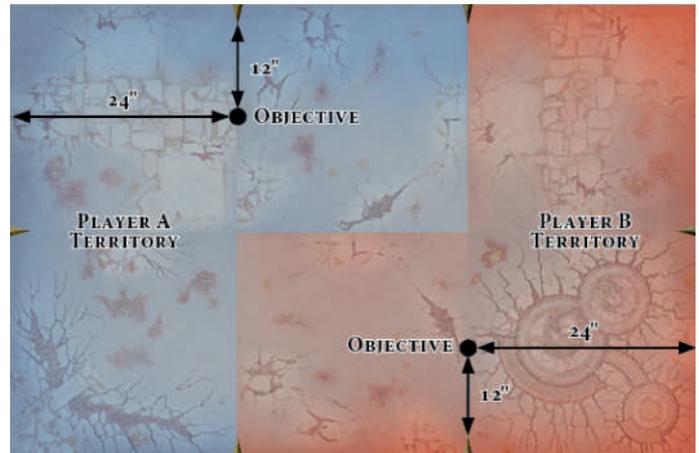
The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

Starting from the third battle round, one player immediately wins a major victory if they have control of both objectives.

If neither player has won by the end of the fifth battle round, or the amount of time allocated for the battle runs out, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.



TOTAL CONQUEST

A blood-soaked battlefield is located at a vitally strategic location. Two armies stand upon this field of death, determined to drive their enemies from it and achieve total domination.

PITCHED BATTLE

Use the Pitched Battle rules

OBJECTIVES

This battle is fought to control 4 objectives. The objectives are located at the centre of each quarter of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out), wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

For each objective the player controls, they score 1 victory point.

For each objective the player gained control of that turn that was previously controlled by their opponent, they score 1 additional victory point.



BATTLEPLAN

DUALITY OF DEATH

Two focal points of incredible power lie close to each other. Either place can be captured by a hero or regiment of troops – but only if they can defeat the jealous enemies that wish to steal the source of power for themselves!

PITCHED BATTLE

Use the Pitched Battle rules

OBJECTIVES

This battle is fought to control 2 objectives. Each is located on the centre line, 1 in the middle of the left-hand half of the battlefield, and the other in the middle of the righthand half of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within either of their own territories. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

CONTEST OF STRENGTH

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if a HERO or Battleline unit from their army is within 3" of the objective at the end of any type of move apart from a retreat move. The player loses control of the objective if the HERO or Battleline unit finishes a subsequent move more than 3" from the objective or is destroyed.

Only one HERO or Battleline unit can control each objective at a time – if more than one is eligible, then the first to arrive controls it. If a HERO or Battleline unit slays an enemy HERO that is controlling an objective, or destroys an enemy Battleline unit that is controlling an objective, then they immediately gain control of that objective if they are within 3" of it.

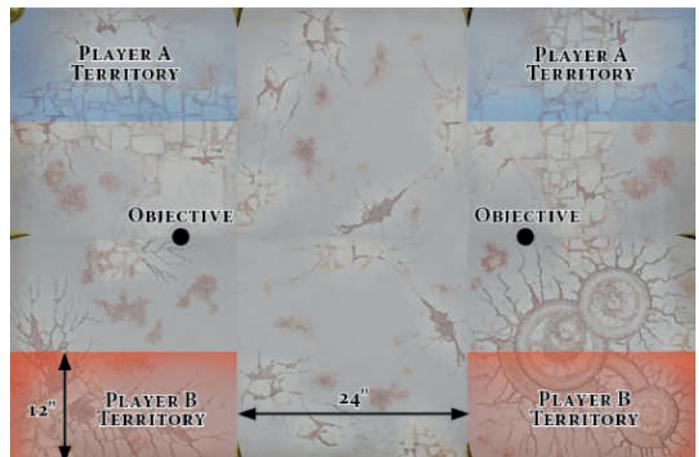
GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control. The number of victory points is equal to the number of consecutive turns the player has controlled the objective for; 1 on the turn they gained control, 2 at the end of the second turn, and so on.



BATTLE FOR THE PASS

Many kingdoms in the Mortal Realms are separated by towering mountain ranges that can only be navigated by traversing a narrow pass. These defiles are of vital strategic importance, and many blood battles are fought over their control.

PITCHED BATTLE

Use the Pitched Battle rules

OBJECTIVES

This battle is fought to control 4 objectives. Each objective is located halfway between the centre of the battlefield and the edge of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

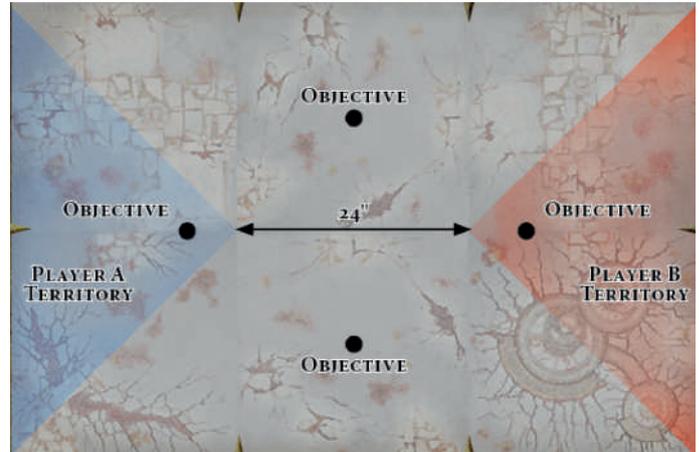
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

If a player controls the objective in their own territory, they score 1 victory point.

For each objective the player controls that is not in either player's territory, they score 2 victory points. If a player controls the objective in their opponent's territory, they score 4 victory points.



BATTLEPLAN

STARSTRIKE

In certain places in the Mortal Realms, the land is bombarded by fragments of magical ore that fall burning from the skies. These remnants of stars are coveted by ambitious warlords, as they can be used to forge deadly blades that will cut through any armour.

PITCHED BATTLE

Use the Pitched Battle rules

OBJECTIVES

This battle is fought to control 3 objectives, which are set up during the battle (see Starstrike).

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

STARSTRIKE

1 objective is set up on the border between the two players' territories at the start of the second battle round, before determining who has the first turn. 2 more objectives are set up at the start of the third battle round before determining who has the first turn, 1 in each player's territory. Roll 2D6 and refer to the map below to determine where each objective is set up.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control. The number of victory points is equal to the number of the current battle round. For example, a player that controls 1 objective at the end of their turn in the third battle round scores 3 victory points.



SCORCHED EARTH

Sometimes battles are fought not to destroy the enemy, but to seize their resources and carry them off. Raiding parties will strike into enemy territory, capturing an objective and searching for any hidden treasures, before razing what remains to the ground to deny its use to the enemy.

PITCHED BATTLE

Use the Pitched Battle rules.

OBJECTIVES

This battle is fought to control or raze 8 objectives. 4 objectives are located in each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

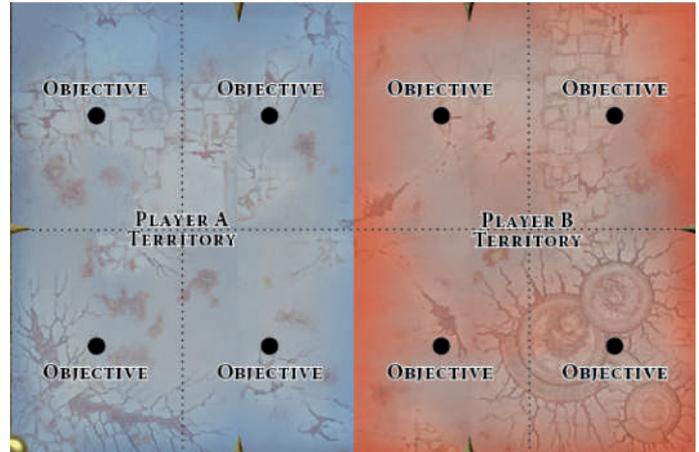
The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores 1 victory point at the end of each of their turns for each objective they control.

Starting from the second battle round, a player can raze an objective they control in enemy territory, scoring D3 victory points instead of 1 but removing the objective from play.



VICTIS HONOR!

THANK YOU FOR PLAYING

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