

The Golden Idol

A Southern Escalation Campaign Day

A mighty battle had been fought, and the location of the final missing Idol of Power had been found. Forces of Aelves fought both Undivided Chaos and the minions of Tzeentch. At the end of the day, it was the trickery of Tzeentch that had won. With subtle motions and threads woven, the forces of Undivided Chaos had held the lair, but the ferocity of the Aelves whittled down their enemy. Finally at long last, when the fighting between the Undivided Chaos and Highboard Aelves came to a peak, Tzeentch moved in. With fel magics summoned by the Ogroid Thaumatauge and the Gaunt Summoner, both forces were ultimately forced to withdraw from the lair and the Beastspeaker belonged to Tzeentch!

The Gaunt Summoner took much pleasure in extracting the secrets of the skull from the Beastspeaker. After 9 days of torture, the truth of the matter was finally revealed. The final skull, the final idol, was that of a legendary Beastspeaker from a time long forgotten. This Beastspeaker had almost held the realm of Ghur from the forces of Chaos, for he alone could speak to the god beasts of Ghur. In the final battle between Chaos and Order during the Age of Myth, the Beastspeaker had finally fallen. Fresh from conquests in the realm of metal, 9 of the most powerful Gaunt Summoners, 9 Daemon Princes and 9 Lords of Change had arrived. The combined might of these beings focused their magic upon the legendary Beastspeaker, and once done only the gleaming skull remained, encased in metal that had shone a myriad of colours.

Much power lay within this idol, and its location had been found. The idol had passed between tribes of Orruks, Grots and Ogors alike. Sometimes an act of fate had meant the idol had been passed, a gang of Grots had fought each other over it, the idol falling through their sticky fingers and into a river to be swept away. A tribe of Ogors worshipped it for a time, before a marauding Waagh of Ironjawz swept through. It's current owner though, is the Orruk Shaman Udermadd. He believes he has found one of the heads of Gorkamorka, and in his delusions believes it speaks to him. In any matter, it has increased his power to an extremely dangerous level as he taps into powers both Tzeentchian and Bestial alike.

Realising that he would be unable to claim the idol with only his own powers, the Gaunt Summoner has joined forces with other forces of darkness this day. Although he does not tell the entire truths of the matter to his allies, he believes he can with trickery and guile claim the idol for himself while making use of his allies power. The forces of Order, ever watchful of the Gaunt Summoner after he had claimed the Beastspeaker, has finally gotten reports from their patrols. Swift Aelven riders and Prosecutors had returned, informing their lords where the Summoner was seen to be heading. It was extremely obvious now, as Udermadd had caused a magical storm, with the Shaman itself at the very centre. The whirling vortex could be seen for miles, ripping up the very land wherever the Orruk walked.

As it so happened, the armies of Order and Chaos faced off that day, both seeking to prevent both the madness of the Udermadd and best the opposing force. The fate of Ghur is now in your hands...

Campaign Day Rules

The following document will prescribe the rules that will be in effect during the campaign day. This includes the following

Battleplan - The Battleplan that will be fought for during the day.

Warscroll - A warscroll for the NPC in the Battleplan

Campaign Conclusion

This will be the last Escalation Campaign day for the year. The winner of this campaign day will determine whether the forces of Chaos or Order are the overall victor. The campaign may be over, but certainly it's not the intent to stop playing AoS. After the day is over, if people want we can all go hang out at a local pub and chat over a beer about what we want to do for the rest of the year for AoS at the club. Especially with the Generals Handbook coming out later this month, it's an interesting time for Age of Sigmar.

The Missing Idol

The forces of Chaos and Order have managed to find the missing idol in the hands of a rogue Orruk Shaman. Both forces seek to kill the Shaman and take the idol from his grasp, but Udermadd has other ideas. The wild magic around him has caused a massive magical storm which protects him from battle. Only by controlling the Arcane Sites nearby can the forces negate some of the Orruks power.

The Armies

Before the game, the players should decide on how many pool points they wish to play on each side. This scenario is suitable for epic sized games.

Players are allocated before the game begins to either the forces of Chaos or Order. Each side can have multiple sides and multiple armies.

Objective

Both forces have arrived at the site of the Udermadd empowering himself with the Golden Idols energies. The force that deals the most damage to the Orruk will be able to claim the idols power after the battle is complete.

Multiple Players

Each player will belong to either the Chaos or Order force. All Order and all Chaos players will have a combined turn in which they must play the various phases of the game.

Each player may select a General for their force as per the regular Age of Sigmar rules.

Abilities and spells that benefit friendly models can only be used/cast on your own force. Your allies may not benefit from your abilities/spells even if they share the same keyword.

The Battlefield

The battlefield takes place on a flat wasteland.

Generate the scenery for this battle as described in the *Warhammer: Age of Sigmar* rules.

The board size is not fixed, increase the width of the board to be suitable for the number of models in each force.

A suitable terrain feature/model should be set up in the centre of the board to represent Udermadd.

Additionally, suitable terrain pieces for Arcane Gathering Sites should also be setup. Set up an equal number in both territories.

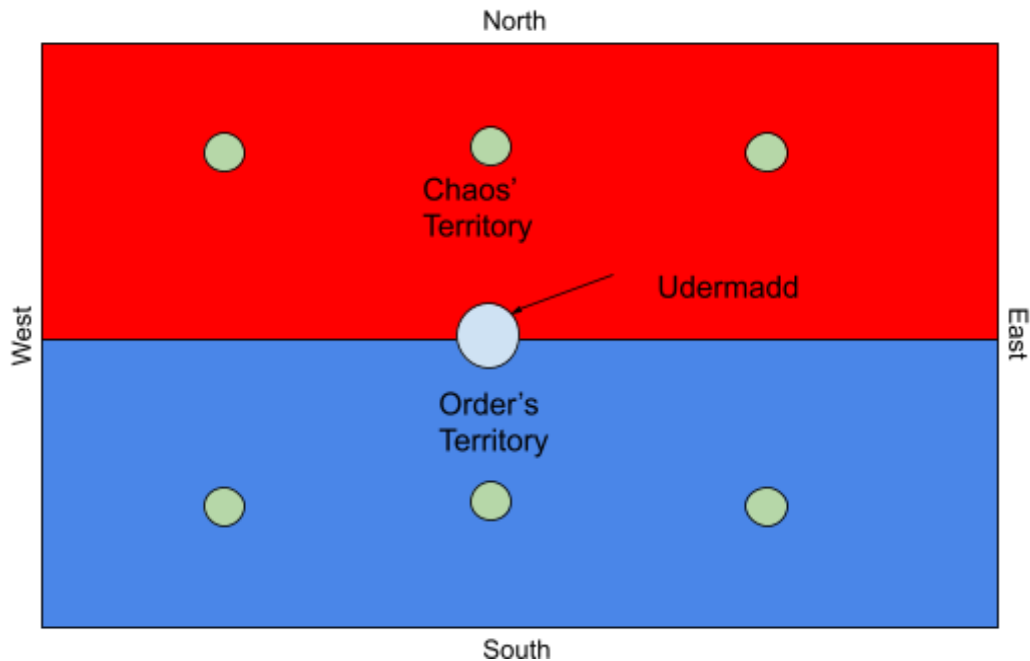
Set-Up

Set up the two forces as described on the

Warhammer: Age of Sigmar rules sheet, but using the deployment areas shown below.

First Turn

The first turn is decided as described in the *Warhammer: Age of Sigmar* rules sheet.



Claiming the Arcane Gathering Sites

A force claims an Arcane Gathering site if they have more **Hero** or **Monster** models than their opponent does within 3" of the Arcane Gathering.

Holding these sites makes it easier to kill Udermadd as your force can channel arcane energies into the weapons of your allies as well as reduce the effectiveness of Udermadd's enchantments.

Ending the Game

The game ends when either Udermadd is slain, or both the forces of Chaos and Order are wiped out.

If one side is wiped out, then they will gain more control over Udermadd.

Victory

Do not use the victory conditions from the *Warhammer: Age of Sigmar* rules sheet. Instead the force that deals the most wounds to Udermadd and survives claims a **Major Victory**, and conquest of Ghur for now.

If both sides are destroyed, then Udermadd claims victory.



Udermadd

Move : X

Wounds: 20

Bravery: 10

Save : 3+

Missile Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage
Zap-o-storm	X	-----				

Description

Udermadd is an Orruk Shaman of no real consequence until he obtained the missing Idol of Power. Unable to properly interpret the whispering of the Beastspeaker from the skull, it has driven Udermadd even madder than every before. Now he seeks to unleash the God Beasts of Ghur.

Abilities

Dark Flight - Udermadd flies around inside his magical storm in a random and erratic fashion. At the end of each battle round, both sides roll a dice. If the roll is a draw, Udermadd immediately teleports horizontally left or right (roll a D6 to determine direction) 18". He cannot teleport in the selected direction, he always teleports in the other direction. Otherwise the force that won the roll move Udermadd 2d6" in the direction of their choosing. If the end destination is occupied by units, move each unit the minimum distance (starting with the force that lost the roll if units from both sides are effected). If the final location is impassable terrain, Udermadd stops immediately before the terrain piece.

Zap-o-Storm - Arcane energy crackles and zaps enemies nearby to Udermadd. After the Dark Flight ability has been performed, consult the table below to see how much damage nearby enemies take. Each unit within range or passed over during the Dark Flight move (unless Teleport was used) take the damage:

Wounds Remaining	Range	Damage
15-20	2d6"	D3 Mortal Wounds
8-14	D6"	D3 Mortal Wounds
1-7	D6"	1 Mortal Wounds

Arcane Shielding - Udermadd is protected by his fierce magical storm but may be weakened by holding sites of Arcane Power. Consult the table below to see what benefits Udermadd is under when your attacks are resolved.

Arcane Sites	Abilities
Equal	Re-rolls saves, Ignores Rend, 4+ save against mortal wounds
1 more than enemy	Ignores Rend, 4+ save against mortal wounds
2 more than enemy	4+ save against mortal wounds
3+ more than enemy	No bonuses

KEYWORDS

DESTRUCTION, ORRUK, PRIEST, UDERMADD