

4 **WINDS OF CHANGE**
WASTELAND - INTRODUCTORY CHAPTER **S**

The unrelenting sun has long defeated any hint of life here. For as far as the eye can see in every direction is only sand and stone, even the shade home only to withered husks, shimmering in the heat.

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45 **LOSE**

43 **WIN**

At the start of the plot phase, the first player may replace one boon or blight on a friendly model with any boon or blight of their choice. Then the second player may replace one boon or blight on a friendly model with any boon or blight of their choice.

WINDS OF CHANGE **CHANGE**

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WINDS OF CHANGE **CHANGE**

4 **CLAIMING THE THRONE**
FORTRESS - INTRODUCTORY CHAPTER **S**

A barbaric den of rough stone and dry timber it might be, but hoisting a banner atop this eyesore will be instrumental in claiming this land. First defeat your rivals at the gates, and then look to the tyrant hiding inside.

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46 **LOSE**

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Whenever a champion or follower unit activates during the plot phase, it may take three actions instead of two.

CLAIMING THE THRONE **QUEST**

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CLAIMING THE THRONE **QUEST**

4 **THE SIEGE**
FORTRESS - CHAPTER 2 **43**

After the first skirmish, the futility of wasting further time is obvious. Nothing awaits in the forsaken ruins or wasteland. The fortress looms dark and brooding, a crude and jagged throne but an unbreakable foothold.

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4 **THE SIEGE**
FORTRESS - CHAPTER 2 **44**

The tyrant lies unmoving at the foot of the walls, and your followers cheer until their voices are silenced by the beat of war drums. On the horizon new challengers march to lay siege to this bloody ground...

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49 LOSE

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47 WIN

You are the first player (Red) for this game.

43 **THE SIEGE** LIFE

49 LOSE

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47 WIN

You are the second player (Green) for this game.

44 **THE SIEGE** LIFE

4 **THE OBSIDIAN GATES**
ANCIENT RUINS - CHAPTER 2 **45**

Aged stone now smashed asunder to allow entry into the depths, obsidian gates await in the gloom. Stepping between the pillars is a passage through the aether and a glimpse of forbidden secrets no mortal should ever know...

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50 LOSE

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A champion beginning an advance action on an objective hex may place themselves on any other empty objective hex, instead of moving. If the champion has either or do not remove them after placing the champion.

48 WIN

45 **THE OBSIDIAN GATES** KNOWLEDGE

50 LOSE

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48 WIN

46 **THE OBSIDIAN GATES** KNOWLEDGE

4 SOUL EATERS ANCIENT RUINS - CHAPTER 3 47

Freed from their crypts under the ground, spirits ride on the wind, hunting the souls of the living. Yet such creatures can be made to serve those strong of will, their baleful energy harnessed to become vital lifesblood...

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4 AFTERMATH WASTELAND - CHAPTER 3 48

The wrath of a mighty storm has blasted away the sand to reveal a series of crevices, cut into the earth like massive gouges. Power emanates from the depths, the allure too strong to resist despite the treacherous footing...

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54 LOSE 52 WIN

Each time a champion knocks out a follower, remove 1 wound from the champion.

47 SOUL EATERS QUEST

53 LOSE 51 WIN

When a model enters an objective hex, it gains 2.

48 AFTERMATH DEATH

4 AFTERMATH WASTELAND - CHAPTER 3 49

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50 SOUL EATERS QUEST

4 **FALLEN EMPIRE**
FORTRESS - CHAPTER 4 51

The walls have fallen, the tyrant's bloody dream long banished. Energy crackles where champions have shed their precious blood, so much carnage turned to raw power waiting to be harnessed...

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4 **RECRUITMENT DRIVE**
ENCAMPMENT - CHAPTER 4 52

Their master's nascent dominion broken, the tyrant's minions seem spellbound by the deeds of the chosen. This source of godtears may be spent, but a devoted army awaits the soul willing to break their chains...

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55 LOSE

55 WIN

When a champion on a non-objective hex is knocked out, place an objective hex there before moving the champion.

51 **FALLEN EMPIRE**
CHAOS

56 LOSE

56 WIN

After resolving the end phase, follower units belonging to the player who won the turn must make recruit actions until each unit reaches its maximum unit size.

Then follower units belonging to the player who lost the turn must make recruit actions until each unit reaches its maximum unit size.

52 **RECRUITMENT DRIVE**
CHANGE

4 **RECRUITMENT DRIVE**
ENCAMPMENT - CHAPTER 4 53

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The tyrant once dreamed he might claim the power of the gods. He raised a mighty army, and built an imposing citadel for his throne. His minions dug deep into the earth, searching for the essence of the gods. Yet, now his forces are destroyed, and his kingdom lies in ruins, and the mines are spent. Such is the fate of mortals who would defy the destiny of the champions. This conflict might not have led far along the path of ascension, but instead it has been a warning — and a powerful portent of what is yet to pass.

55

FORTRESS
EPILOGUE

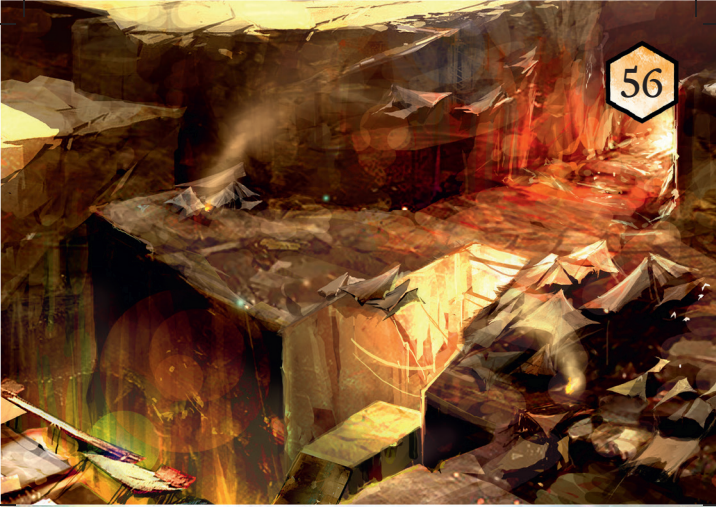


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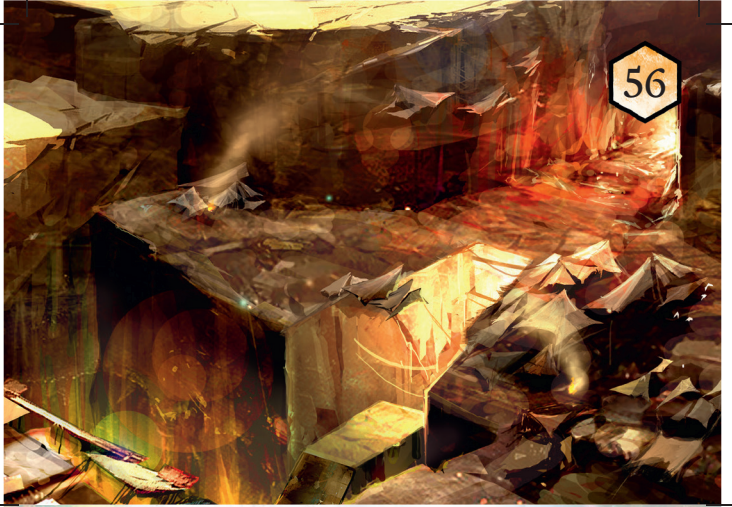


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Stillness reigns as the sun sets on the horizon, and the pits fall into darkness. Above, an incessant wind tugs at tattered flags affixed to long poles, offering a final salute to a land soon to be abandoned. New followers stand alongside the old, eyes still wide at the sight of the chosen. Their newfound devotion promises only hardship, yet their spirits are defiant. This day, they have discovered that gods walk amongst them, and that the fables of the champions are true. Onwards they march, as new disciples to worthy masters at last.

56

THE ENCAMPMENT
EPILOGUE



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