

6 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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29 LOSE 25 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 S

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WINDS OF CHANGE CHANGE S

6 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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30 LOSE 26 WIN

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

CLAIMING THE THRONE QUEST S

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CLAIMING THE THRONE QUEST S

6 INTO THE PITS ENCAMPMENT - INTRODUCTORY CHAPTER S

The sound of industry dominates the air, the tyrant's minions not even aware of the intruders in their presence until followers rush amongst their number, feverishly searching for the precious bounty that awaits.

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28 LOSE 27 WIN

Followers may enter objective hexes.

S INTO THE PITS LIFE

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S INTO THE PITS LIFE

6 THE OBSIDIAN GATES ANCIENT RUINS - CHAPTER 2 25

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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6 THE SIEGE FORTRESS - CHAPTER 2 26

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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36 LOSE 33 WIN

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.

25 THE OBSIDIAN GATES KNOWLEDGE

34 LOSE 31 WIN

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

26 THE SIEGE LIFE

6 **THE OBSIDIAN GATES** 27  
ANCIENT RUINS - CHAPTER 2

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6 **THE SIEGE** 28  
FORTRESS - CHAPTER 2

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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36 LOSE

33 WIN

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**THE OBSIDIAN GATES** 27

KNOWLEDGE

34 LOSE

31 WIN

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

**THE SIEGE** 28

LIFE

6 **THE TYRANT'S FOLLY** 29  
ENCAMPMENT - CHAPTER 2

In the absence of the stolen godtears, the earth and walls shudder as a massive earthquake takes hold of the caverns and pits, great rents opening in the ground and threatening to send the unwary plummeting to their death.

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6 **THE TYRANT'S FOLLY** 30  
ENCAMPMENT - CHAPTER 2

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35 LOSE

32 WIN

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When a player removes an objective hex during the end phase any followers on or adjacent to the hex removed suffer a wound. No steps are awarded for any models knocked out.

**THE TYRANT'S FOLLY** 29

DEATH

35 LOSE

32 WIN

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**THE TYRANT'S FOLLY** 30

DEATH

**6** **THE BOUNTY**  
ENCAMPMENT - CHAPTER 3 **31**

Godtears of change shape and twist the air as they burst from the ground, revealing the true cause for the quake that ravaged this desolate region. Such energies are dangerous and unstable, yet impossible to refuse...

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**6** **SOUL EATERS**  
ANCIENT RUINS - CHAPTER 3 **32**

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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**41** **LOSE** **38** **WIN**

**31** **THE BOUNTY**  
CHANGE **31**

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**42** **LOSE** **39** **WIN**

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

**32** **SOUL EATERS**  
QUEST **32**

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**6** **AFTERMATH**  
WASTELAND - CHAPTER 3 **34**

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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**42** **LOSE** **39** **WIN**

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**33** **SOUL EATERS**  
QUEST **33**

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**40** **LOSE** **37** **WIN**

When a model enters an objective hex, it gains **6**.

**34** **AFTERMATH**  
DEATH **34**

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6 35

## THE BOUNTY

ENCAMPMENT - CHAPTER 3

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6 36

## AFTERMATH

WASTELAND - CHAPTER 3

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41 LOSE 38 WIN

35 THE BOUNTY CHANGE

40 LOSE 37 WIN

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

36 AFTERMATH DEATH

6 37

## RECRUITMENT DRIVE

ENCAMPMENT - CHAPTER 4

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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6 38

## FALLEN EMPIRE

FORTRESS - CHAPTER 4

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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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.

37 RECRUITMENT DRIVE CHANGE

55 LOSE 55 WIN

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

38 FALLEN EMPIRE CHAOS

6 **RECRUITMENT DRIVE** 39  
ENCAMPMENT - CHAPTER 4

*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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6 **LAWLESS FRONTIER** 40  
ANCIENT RUINS - CHAPTER 4

*Poltergeists reign over the ancient city, mischievous apparitions taunting the intruders in their midst. Ghostly tendrils grasp each warband, lifting them high into the air, before sending them crashing to the ground.*

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56 **LOSE** 56 **WIN**

After resolving the end phase, follow 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.

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39 **RECRUITMENT DRIVE** CHANGE

57 **LOSE** 57 **WIN**

When making an advance action, models may move through other models' hexes but cannot end their movement on those hexes.

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40 **LAWLESS FRONTIER** QUEST

6 **LAWLESS FRONTIER** 41  
ANCIENT RUINS - CHAPTER 4

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6 **FALLEN EMPIRE** 42  
FORTRESS - CHAPTER 4

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41 **LAWLESS FRONTIER** QUEST

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42 **FALLEN EMPIRE** CHAOS



55

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, 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.

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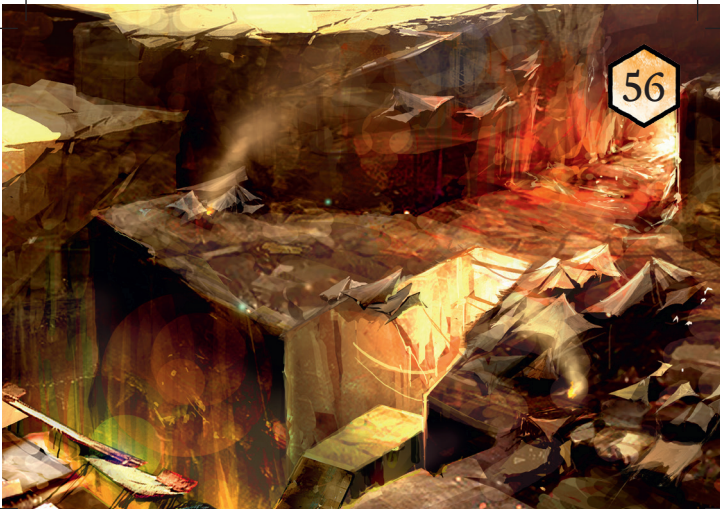
55

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**55** **FORTRESS** Epilogue

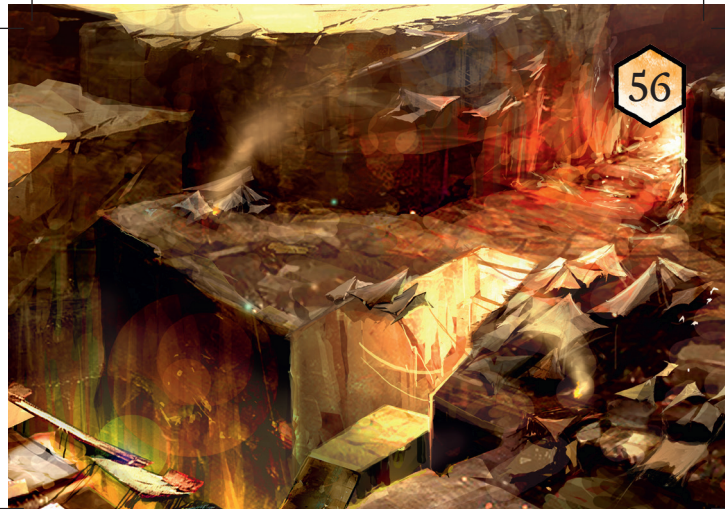
**55** **FORTRESS** Epilogue



56

Stillness reigns as the sun sets on 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.

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**56** **THE ENCAMPMENT** Epilogue

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Mortals are as unwelcome in this graveyard as they are in the inhospitable land surrounding it. The city stands as a bitter reminder of the fate of past ages, and a dire warning of a future yet to come. In the shadows, ghosts whisper dire omens, wailing in despair born from their untimely deaths. Yet, the world beyond the Broken Plains is vibrant. Life flourishes, and the bitter memory of this forsaken frontier will soon fade. There are enough places that remain pure in the world... and there you shall march next.

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57

**THE ANCIENT CITY**  
EPILOGUE

57

**THE ANCIENT CITY**  
EPILOGUE