

8 **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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5 **LOSE**

1 **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.

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WINDS OF CHANGE

8 **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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6 **LOSE**

2 **WIN**

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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8 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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7 LOSE **3** WIN

Followers may enter objective hexes.

S INTO THE PITS **LIFE**

7 LOSE **3** WIN

Followers may enter objective hexes.

S INTO THE PITS **LIFE**

8 SCOUTING PARTIES
ANCIENT RUINS - INTRODUCTORY CHAPTER **S**

Eerie and still, the skeletal remains of a forgotten age lend the city a haunted aura. Long shadows paint mournful shards of darkness across the broken walls, bleak omens of the past fate that visited this place.

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8 LOSE **4** WIN

Each player may deploy a champion and their followers anywhere within their half of the battlefield.

S SCOUTING PARTIES **DEATH**

8 LOSE **4** WIN

Each player may deploy a champion and their followers anywhere within their half of the battlefield.

S SCOUTING PARTIES **DEATH**

8 **EYE OF THE STORM**
WASTELAND - CHAPTER 2 **1**

A sandstorm has descended across the landscape, vicious streams of sand darkening the skies as they blot out the sun. Those caught in the torment are dragged around like rags, spiteful winds lashing their exposed skin.

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8 **THE SIEGE**
FORTRESS - CHAPTER 2 **2**

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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13 LOSE **9** WIN

After resolving scenario rules in the end phase, the player who won the turn may move one enemy champion and each of its followers up to 1 hex. Then the other player may move one enemy champion and each of its followers up to 1 hex.

1 **EYE OF THE STORM**
CHAOS

14 LOSE **10** WIN

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

2 **THE SIEGE**
LIFE

8 **THE TYRANT'S FOLLY**
ENCAMPMENT - CHAPTER 2 **3**

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

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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15 LOSE **11** WIN

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.

3 **THE TYRANT'S FOLLY**
DEATH

14 LOSE **10** WIN

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

4 **THE SIEGE**
LIFE

8 **THE TYRANT'S FOLLY**
ENCAMPMENT - CHAPTER 2 **5**

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

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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15 LOSE **11** WIN

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5 **THE TYRANT'S FOLLY**
DEATH

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16 LOSE **12** 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.

6 **THE OBSIDIAN GATES**
KNOWLEDGE

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8 **EYE OF THE STORM**
WASTELAND - CHAPTER 2 **7**

A sandstorm has descended across the landscape, vicious streams of sand darkening the skies as they blot out the sun. Those caught in the torment are dragged around like rags, spiteful winds lashing their exposed skin.

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8 **DESPERATE STRUGGLE**
FORTRESS - CHAPTER 3 **9**

The scent of blood lies thick in the air. Fires rage, their heat near as oppressive as the screams of the dying. There can be no quarter here, only the struggle of those desperate to emerge triumphant, or just to survive...

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22 LOSE **18** WIN

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

9 **DESPERATE STRUGGLE** KNOWLEDGE

22 LOSE **18** WIN

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

10 **DESPERATE STRUGGLE** KNOWLEDGE

8 **SOUL EATERS**
ANCIENT RUINS - CHAPTER 3 **11**

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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8 **THE BOUNTY**
ENCAMPMENT - CHAPTER 3 **12**

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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24 LOSE **20** WIN

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

11 **SOUL EATERS** QUEST

23 LOSE **19** WIN

12 **THE BOUNTY** CHANGE

8 **SOUL EATERS**
ANCIENT RUINS - CHAPTER 3 **13**

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8 **AFTERMATH**
WASTELAND - CHAPTER 3 **15**

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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21 LOSE **17** WIN

When a model enters an objective hex, it gains .

15 **AFTERMATH** DEATH

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21 LOSE **17** WIN

When a model enters an objective hex, it gains .

16 **AFTERMATH** DEATH

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8 **RECRUITMENT DRIVE** ENCAMPMENT - CHAPTER 4 17

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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8 **FALLEN EMPIRE** FORTRESS - CHAPTER 4 18

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, follow units belonging to the player who won the turn must make recruit actions until each unit reaches its maximum unit size.

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

17 **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.

18 **FALLEN EMPIRE** CHAOS

8 **FALLEN EMPIRE** FORTRESS - CHAPTER 4 19

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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8 **LAWLESS FRONTIER** ANCIENT RUINS - CHAPTER 4 20

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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55 LOSE 55 WIN

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

19 **FALLEN EMPIRE** CHAOS

57 LOSE 57 WIN

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

20 **LAWLESS FRONTIER** QUEST

8 21

REBIRTH
WASTELAND - CHAPTER 4

At first glance it seems the godtears here have already been claimed—until with little warning beyond a faint tremor, ribbons of multicoloured light burst from the cracked earth, illuminating the ashen soil!

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8 22

RECRUITMENT DRIVE
ENCAMPMENT - CHAPTER 4

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58 LOSE

58 WIN

In the end phase of each turn, the player who lost the turn places 4 objective hexes instead of rolling.

21

REBIRTH
LIFE

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.

22

RECRUITMENT DRIVE
CHANGE

8 23

LAWLESS FRONTIER
ANCIENT RUINS - CHAPTER 4

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57 WIN

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QUEST

58 LOSE

58 WIN

In the end phase of each turn, the player who lost the turn places 4 objective hexes instead of rolling.

24

REBIRTH
LIFE



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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

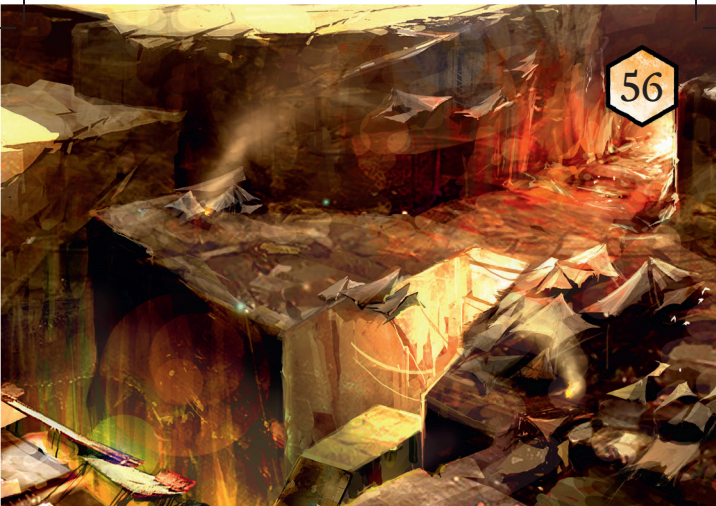


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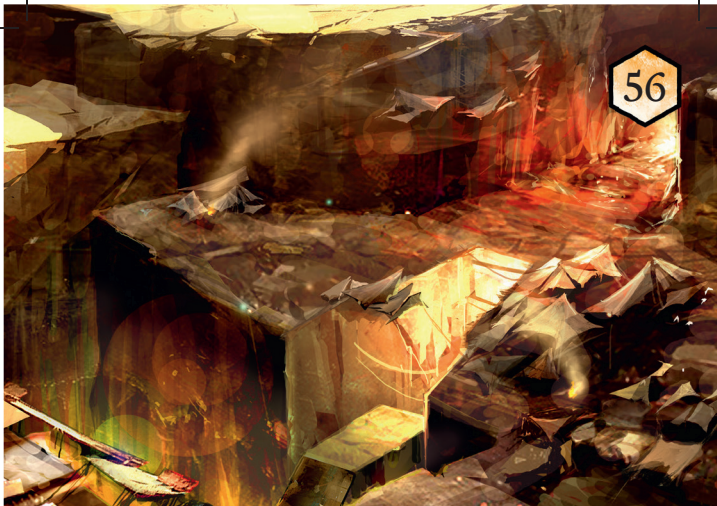


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Stillness reigns as the sun sets on the horizon, and the pits fall into darkness. Above, an incessant wind tugs at tattered flags affixed to long poles, offering a final salute to a land soon to be abandoned. New followers stand alongside the old, 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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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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THE ANCIENT CITY
EPILOGUE

57

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EPILOGUE



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Where the goddears emerged, rejuvenating energies have transformed the surroundings, leaving a precious oasis where once only desert reigned. Doubtless this land might have been reborn by the goddear, were it not for the presence of the champions... but the siren call of the sacred stones and the path of the chosen cannot be ignored. On the opposite side, your rivals nod wearily, salute a conflict well fought. For now, an uneasy truce falls between you... but for how long shall it last?

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58

WASTELANDS
EPILOGUE

58

WASTELANDS
EPILOGUE