

THE TOILS OF AVARICE

HOW TO PLAY THIS CAMPAIGN

This is a narrative Slaaneshi fan campaign for *Warhammer : Age of Sigmar* consisting of multiple battleplans to be played by two players. Each battleplan has its own specific victory conditions for either player and do not use those given in the *Warhammer : Age of Sigmar Rules*. In some cases the next battleplan to be played will be determined by the victor of the previous one. As such, in each playthrough of the campaign, not every battleplan will be required. Players should feel free to change the units in their armies between battles.

THE ARMIES

In each battleplan there will be two armies, one player representing the rampaging Host of Slaanesh who we will refer to as the “Slaaneshi” player and whose army must consist of units from the Host of Slaanesh faction and/or Slaves to Darkness units bearing the **SLAANESH** keyword. The opposing player can play as any other army from *Warhammer : Age of Sigmar* and will be referred to as the “opposing” player.

THE BATTLEFIELD

All of the battleplans are recommended to be played on a gaming table of 6 feet by 4 feet, you could choose to play on a smaller board if desired however due to the speed of Slaaneshi units, it might impact on the outcome of your games. For some battleplans a map has been provided to indicate set up areas or required features of the battlefield.

DARK TEMPTATIONS

The forces of the Dark Prince have many ways to tempt and seduce their enemies, while many warriors of the mortal realms would think themselves beyond such ensnarement, no single being is truly without desires or dreams. Even the mightiest general can be seduced through his own martial pride or lust for victory.

Throughout this campaign in each player's hero phase the Slaaneshi player may offer a gift of power to his opponent. If the opposing player accepts this gift then they must pick one of their units currently on the battlefield and roll a dice, consulting the **GIFT OF SLAANESH** table, that unit gains the specified bonus until their next hero phase.

The gifts of Slaanesh do not come without a cost however and every time a gift is rolled for a unit, the Slaaneshi player must roll a dice (they may also choose to add 1 to the dice roll if it is being made in their turn) and consult the **PENANCE OF POWER** table to see what consequence befalls the target unit.

Whether you choose to use this mechanic or not is up to you however in some battleplans a player from either side may be required to roll on the Gift of Slaanesh table if certain conditions are met. In either case the consequential Penance of Power roll is always made by the Slaaneshi player.

GIFT OF SLAANESH

Roll Gift

- | | |
|---|---|
| 1 | Nothing happens. |
| 2 | Unit re-rolls 1s to hit. |
| 3 | Unit re-rolls 1s to wound. |
| 4 | Unit re-rolls failed to hit rolls. |
| 5 | Unit re-rolls failed to wound rolls. |
| 6 | Unit re-rolls failed to hit and to wound rolls. |

PENANCE OF POWER

Roll Penance

- | | |
|-----|--|
| 1-3 | Nothing happens. |
| 4 | Unit suffers a mortal wound (see below). |
| 5 | Unit suffers D3 mortal wounds (see below). |
| 6 | Unit suffers D6 mortal wounds (see below). |
| 7 | Unit is removed from play. |

UNIT MULTIPLIERS

If the affected unit contains 10 or more models then apply any mortal wounds rolled on the penance table for every 10 models in the unit.

For instance if a unit contains 30 models then it will suffer three times the amount of mortal wounds rolled, if it contains 25 models then it will suffer two times the amount of mortal wounds and so on.



BATTLEPLAN: CATCH THE SCENT

Something has changed in the realm, recent tremors across the lands have resulted in great fissures being opened, throwing back into the mortal realms artifacts and secrets from the world-that-was long since forgotten. This has generated much interest among the native peoples but also attention of a more insidious kind. The wisest and poorest alike have complained of bizarrely pleasurable dreams and hearing strange whispered promises just outside of clarity. The wisest have been granted visions of clues that lead to some ancient artifact, either a treasure of incalculable worth or an evil so terrible that to let it fall into the hands of an enemy would be perilous.

An army has been mustered to seek out these clues but as they make their way toward the site the sky begins to darken, purplish pulsating clouds start to form overhead and the whispered temptations begin to grow louder and louder...

SET-UP

Evenly divide the battlefield into two halves containing three equally sized sections, each player takes control of one of these halves. The opposing player must then place two objective markers anywhere inside their territory so long as no two markers are in the same section. The Slaaneshi player then places a single objective marker anywhere inside their territory. After this is done, set up your armies normally as described in the *Warhammer : Age of Sigmar Rules*.

UNCOVERING CLUES

A player is classed as “controlling” an objective if, at the end of their turn, they have more of their models within 6” of it than their opponent. At the end of each players turn they may roll a single dice and add the current turn number for each objective they control to see if they can uncover some key information from it. If the result is 6 or more then they have discovered a clue from the marker. Keep a running tally of how many clues each player has found as the battle goes on.



VICTORY

The game lasts for five battle rounds or until one player has no remaining units in play. After this compare the amount of clues each player has uncovered, the player with the most clues scores a **Major Victory**. If the amount of clues between players are tied then the player with the most units remaining on the battlefield scores a **Minor Victory**, if this is also a tie then decide between you who you feel should be the winner.

PROGRESSION

If the Slaaneshi player won this battle then progress to the battleplan **PROTECT THE ARTIFACT**.

If the opposing player won this battle then progress to the battleplan **TEMPT THE PURE**.



BATTLEPLAN: TEMPT THE PURE

The Slaaneshi warlord wrings their claws in frustration as their forces begin to regroup, drinking in the anguish and pain they caused their foes to regenerate and summon back their weakened host. Their enemy is wise indeed, discovering the whereabouts of their prize and refusing to so much as whisper it to another soul so that not even the Keepers of Secrets can hear it upon the breeze. The day is not lost however, the Dark Prince has the means to tempt and seduce even the greatest of his rivals, when the time comes all they'll need to do is ask and their foe will tell them all they need to know...

SET-UP

Set up your armies normally as described in the *Warhammer : Age of Sigmar Rules*.

THE SECRET KEEPER

The opposing player must have at least one **HERO** unit in their army. At the beginning of the game, before units have been set up, they must declare one **HERO** model in their army to be the "secret keeper".

WHISPERED PROMISES

At the end of each of the Slaaneshi player's turns, roll 2D6 for each **SLAANESH** unit that is within 6" of the secret keeper. If the total of the roll is greater than the bravery characteristic of the secret keeper unit, roll on the **GIFT OF SLAANESH** table (and thusly a penance) for them. Please note that this bravery test is not a battleshock test.

VICTORY

The game lasts for five battle rounds or until the secret keeper dies. The Slaaneshi player scores a **Major Victory** if the secret keeper has suffered one or more mortal wounds as a result of the **PENANCE OF POWER** table (they have given up their secret). If the general is slain or still alive without being tempted by the end of the fifth battle round then the opposing player scores a **Major Victory**.

PROGRESSION

Regardless of which player wins this battle, progress to the battleplan **PROTECT THE ARTIFACT** (Remember that players that score a **Major Victory** get to roll on The Triumph Table given in the *Warhammer : Age of Sigmar Rules*).





BATTLEPLAN: PROTECT THE ARTIFACT

All secrets do not stay so for long to the forces of Slaanesh. At last the location of the artifact is known and as the host speeds toward it they howl in anguish to find their enemies there ahead of them. An existing scout party perhaps, or the foes they had just fought somehow sneaking past them through their knowledge of the area, regardless they will be defeated and the artifact claimed for the Dark Prince.

SET-UP

Evenly divide the battlefield into two halves, each player takes control of one of these halves. The opposing player must then place an objective marker (representing “the artifact”) anywhere inside their territory no further than 12” from their longest board edge. After this is done, set up your armies normally as described in the *Warhammer : Age of Sigmar Rules*.



CRUEL WHISPERS

Throughout this battle, in every hero phase of either player’s turn, all units without the **SLAANESH** keyword within 12” of the artifact must roll equal to or under their bravery on 2D6 or roll on the **GIFT OF SLAANESH** table (and gain a penance).

VICTORY

The game lasts for five battle rounds. The Slaaneshi player wins a **Major Victory** if, at the end of either turn he has more of his units within 6” of the artifact than the opposing player. If the Slaaneshi player’s army is wiped out or has not won the battle by the end of turn five, the opposing player scores a **Major Victory** instead.

PROGRESSION

If the Slaaneshi player won this battle then progress to the battleplan **HEDONISTIC REVELRY**.

If the opposing player won this battle then progress to the battleplan **UNLOCK THE ARTIFACT**.



BATTLEPLAN: UNLOCK THE ARTIFACT

The forces of Slaanesh have at last been beaten back. In the night air their wails and shrieks of either pleasure or pain can be heard, unsettling the troops around the campfire.

A wizard has been summoned to try to unlock the artifact and a force mustered to defend them while they work their spells over it before having to decide whether what lies within needs to be harnessed, or destroyed utterly.

Just as the ritual begins, the voices on the wind grow louder and sweet scents fill the air, the troops grip their weapons tighter as tears in reality begin to appear around them and the forces of Slaanesh begin their assault.

SET-UP

The opposing player must have at least one **WIZARD** unit in their army and must place an objective marker representing the artifact anywhere on the battlefield at least 12" from the board edge. Rather than setting up normally, the opposing player sets up their entire army anywhere on the battlefield. Both players roll a dice to see which side gets the first turn.

TRIAL AND ERROR

In each of the opposing player's hero phases, any **WIZARD** within 6" of the artifact may attempt to unlock it instead of casting any spells. If they choose to, roll 2D6 and add the current turn number to the result. If the total is 12 or higher then the artifact is unlocked.

DARK MESSENGERS

As the artifact gets closer to being opened, strange tears in the realm start to appear in its vicinity. In each of the Slaaneshi player's hero phases, roll a dice for each unit in the Slaaneshi army not yet on the battlefield, on a roll of 5 or more set up the unit anywhere on the battlefield that is at least 9" away from any enemy models. If it is not possible to place the unit in this way, place the unit anywhere on the battlefield that they will fit.

VICTORY

The game lasts for five battle rounds. The Slaaneshi player scores a **Major Victory** if there are no remaining **WIZARD** units in the opposing player's army at the end of his turn and the artifact has not been unlocked.

If the artifact is unlocked at any point during the game then the opposing player scores a **Minor Victory**, if the artifact has been unlocked and the opposing player still has a **WIZARD** on the battlefield by the end of the fifth battle round then they score a **Major Victory** instead.



PROGRESSION

If the Slaaneshi player won this battle then progress to the battleplan **HEDONISTIC REVELRY**.

If the opposing player won this battle then progress to the final battleplan **AVATAR OF GREED**.

BATTLEPLAN: HEDONISTIC REVELRY

"It is ours! Hail the Dark Prince! Glory to She Who Thirsts!" cry the followers of Slaanesh as they close their clawed grips around the artifact. Around the object glow chaotic runes in a sickly pink hue that dazzle the eyes of those closest to it. Pleasurable waves of ecstasy pulse from the artifact, a sure sign that it was touched by Slaanesh himself once long ago. Around the host daemons and mortals alike start to writhe in bliss over one another, distracted from opening the artifact and lost in their carnal and physical pleasures.

From the distance their foes start to gather and take the opportunity to launch an attack against the distracted forces of Chaos.

SET-UP

Evenly divide the battlefield into two halves, each player takes control of one of these halves. The Slaaneshi player must then place an objective marker (representing "the artifact") anywhere inside their territory no further than 12" from their longest board edge. After this is done, set up your armies normally as described in the *Warhammer : Age of Sigmar Rules*.

THE ARTIFACT

Seeing the dangerous effect the artifact has upon the followers of Slaanesh, their enemies know that the artifact must be destroyed. The artifact can be engaged in combat by the opposing player as though it were an enemy unit. The artifact does not make any attacks itself and cannot pile in, however it has a save value of 4+ and 10 wounds and is unaffected by a weapon's rend modifier. Ranged attacks and spells may not be directed against the artifact.

In each of the Slaaneshi player's hero phases, any enemy units within 3" of the artifact suffer D3 wounds (they will get their normal save against them).

VIOLENT PASSIONS

Throughout the battle, the forces of Slaanesh are being driven wild by the energy exerted by the artifact and must be careful not to lose control of themselves lest they take their passions out on one another.

At the beginning of each of the Slaaneshi player's combat phases roll 2D6 for each unit with the **SLAANESH** keyword within 12" of the artifact and not within 3" of an enemy unit. If the total is greater than the unit's bravery they must pile in up to 6" into the nearest friendly unit and resolve their attacks against them as though they were an enemy unit. Note that this does not allow the attacked unit to pile in and attack back, they're more concerned with their own struggle against the dark energies from the artifact!

VICTORY

The game lasts for five battle rounds or until the artifact is destroyed by the opposing player. The Slaaneshi player wins a **Major Victory** if, by the end of the fifth battle round, the artifact has not been destroyed. The opposing player wins a **Major Victory** if he manages to destroy the artifact.

PROGRESSION

Regardless of which player wins this battle, progress to the final battleplan **AVATAR OF GREED** (the outcome of this battle will affect how the scenario is played).



FINAL BATTLEPLAN: AVATAR OF GREED

With a mighty groan and cries of pleasure from the forces of Slaanesh, the artifact at last opens. The sky spews forth savage pink lightning that warps the areas it strikes, growing gardens of beautiful plants that exude a sensual musk driving the forces of the Dark Prince wild. From amidst the smoke coalescing around the artifact a gigantic daemonic entity begins to form. This is Avarice, a mighty exalted daemon of Slaanesh, one of his greatest generals, forgotten to time and locked away before the races of the world-that-was were even aware of the dark gods. With an ear shattering roar somewhere between a cry of ecstasy and a scream of rage, Avarice the Avatar of Greed steps forth into the mortal realms.

SET-UP

Evenly divide the battlefield into two halves, each player takes control of one of these halves. If the Slaaneshi player won the previous battle then they are free to set up Avarice as part of their army as normal. If the opposing player won the previous battle then they instead get to set up Avarice anywhere on the battlefield (even inside their own territory). After this, set up the remainder of both armies and decide on which player goes first as normal as described in the *Warhammer : Age of Sigmar Rules*. Note that units from the opposing player's army must start the battle at least 6" from Avarice.

THE ARMIES

For this battle the Slaaneshi player must take Avarice the Avatar of Greed as part of their army (though she does not need to be their general). Her warscroll is included with this campaign and contains full rules and a points value if you are using **Matched Play** rules. The opposing player may select their army any way they wish however as the events of this battle occur immediately after those of the previous one it's recommended to keep the army similar to that one with some well-needed reinforcements.

AVARICE

Avarice is a nightmarish monstrosity that sends those around her into fits of ecstasy and terror alike. She has debilitating abilities that can affect both friend and foe alike so be careful how you place and use her in the battle. To represent Avarice we recommend you use a particularly grand Keeper of Secrets model (the Forge World one would be ideal) but whatever large monster model you have available should be suitable.

VICTORY

The game lasts for five battle rounds. The opposing player immediately wins if Avarice is removed from play for whatever reason. The Slaaneshi player wins if, by the end of the fifth battle round, Avarice is still on the battlefield.

WHAT NEXT?

Depending on the outcome of the battle either Avarice has been defeated for now and banished to the realm of Chaos, or she is once again free and leading the seekers of Slaanesh on the trail of their lost god. Either way it is a dark day for the mortal realms for such an ancient evil to have arisen once more.

THANK YOU!

We hope you have enjoyed playing this campaign, if you have any suggestions or ideas for improvement, please get in touch with warhammer@synoiz.net We'd also love to see any photos or battle reports from your games throughout this campaign.



AVARICE

Long since forgotten to all except those that aided in containing her, Avarice is an exalted daemon of Slaanesh and one of his most devoted servants. Taking a perverse glee in the corruption of those around her and now determined to wreak her revenge upon the mortal realms, Avarice intends to lead her devotees to the location of their lost god. Unless she is stopped, the unleashing of Avarice will have dire consequences to the world of Sigmar.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Intoxicating Spines	12"	*	4+	2+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Huge Pincer Claws	2"	4	3+	2+	-2	2
Whip of Torment	3"	2	3+	3+	-1	3

Wounds Suffered	Move	Intoxicating Spines	Seductive Musk
0-2	18"	6	12"
3-5	14"	4	10"
6-9	12"	3	8"
10-12	10"	2	6"
13+	8"	1	3"

DESCRIPTION

Avarice is a colossal daemon of Slaanesh that poisons those around her with her Intoxicating Spines and her Seductive Musk. In combat she attacks her foes with her Huge Pincer Claws and the savage Whip of Torment in a terrifyingly fast flurry of well-placed blows.

ABILITIES

Seductive Musk: All units within the range given on the damage chart (friend or foe!) from Avarice have their bravery characteristic reduced by 2. Note that this is cumulative with any other modifiers but cannot reduce any unit's bravery to less than 3.

Queen of Revelry: At the start of each of your hero phases all **SLAANESH** units within 6" of Avarice must roll equal to or under their bravery on 2D6 or suffer D3 mortal wounds.

Twisted Perfection: Whenever an enemy unit targets Avarice with a spell, a ranged attack or attempts to attack Avarice in the combat phase, they must roll equal to or under their bravery on 2D6 and reduce the total by the current turn number. If they fail the test they may not complete the intended action and cannot choose another target for it.

COMMAND ABILITY

The Endless Revel: With a gesture of her mighty claws, Avarice selects one of her disciples to become wracked with ecstasy, making them thrash wildly and driving those around them into hysteric fits of savagery. Choose a **SLAANESH** unit within 18", that unit can be selected to pile in and attack twice in your next combat phase and you must make a roll for the unit on the **GIFT OF SLAANESH** table (and a penance).

MATCHED PLAY

Feel free to use Avarice in your **Matched Play** games of *Warhammer: Age of Sigmar* if your opponent agrees (though this is a fan-made warscroll and not at all official). Avarice counts as both a **LEADER** and a **BEHEMOTH** and costs **500 points**. As a named character you may only ever have one Avarice in each army.

MAGIC

Avarice is a wizard. She can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Delusions of Greed spells.

DELUSIONS OF GREED

With a howl Avarice sends out a shockwave of desire, moulding her surroundings into the things her enemies wish for most. Delusions of Greed has a casting value of 6. If successfully cast, all enemy units within 6" must roll equal to or under their bravery on 2D6, if they fail they are unable to pile in or attack in the next close combat phase. Units may re-roll a single dice if there is a friendly **HERO** model within 6" of them.

KEYWORDS

CHAOS, DAEMON, SLAANESH, MONSTER, HERO, WIZARD, AVARICE

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