



The RISE & FALL of ANVALOR



A BOARD GAME BY RUSTAN HÅKANSSON

FOR 1-4 PLAYERS AND AGES 14 AND UP.

RULEBOOK

A HISTORY OF ANVALOR

Many previous attempts to build a lasting fortification at Anvalor have failed. Its strategic location on The Great Parch, a particularly arid region of Aqshy, the Realm of Fire, is of supreme importance. However, each previous attempt to establish a significant foothold has also irked a new foe, a new enemy that rises to the challenge of destroying the attempt. Equally distant from Anvilgard, Hammerhal Aqsha, and The City of Brimstone, the competing Factions of those great cities have put their quarrels aside and decided for a final try to rebuild Anvalor together. Yet, whoever can dominate the new stronghold will also dominate The Great Parch, therefore significantly strengthening their Influence in all the Mortal Realms.

COMPONENTS

1 Solo sheet

5 polyhedral dice:



1 green d4

1 blue d6

1 black d8

1 red d10

1 purple d12

120 Player tiles, 24 Aspect cards for 6 Factions, consisting of:



Fyreslayers of
Vostarg Lodge



20 Faction unit/building tiles



4 Faction
Aspect cards



The Hammers
of Sigmar



20 Faction unit/building tiles



4 Faction
Aspect cards



The Free Guild



20 Faction unit/building tiles



4 Faction
Aspect cards



Order Serpentis



20 Faction unit/building tiles



4 Faction
Aspect cards



The Dispossessed



20 Faction unit/building tiles



4 Faction
Aspect cards



Anvils of the
Heldenhammer



20 Faction unit/building tiles



4 Faction
Aspect cards

66 Enemy tiles for 3 Factions, consisting of:



Khorgos Khul
Goretiile



16 Enemy tiles



1 Overview tile



4 War Cry tiles, difficulty
1-4



Gulgaz
Stoneklaw
Gutstompas



17 Enemy tiles



1 Overview tile



4 War Cry tiles, difficulty
1-4



The Skaven of
Chakrik's Folly



18 Enemy tiles



1 Overview tile

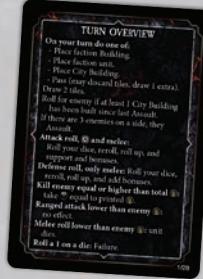


4 War Cry tiles, difficulty
1-4



20 City Buildings tiles

4 rules
reference cards



30 1-Influence



15 5-Influence



15 10-Influence

60 Influence tokens

1 Assault Triggered token



1 New City Buildings board



1 City board



(back: 1-2 players)



(front: 3-4 players)

SYMBOL KEY



Leader



Monster



Magic



Strength



Ranged
Attack



d4



d6



d8



d10



d12

Influence

Gold

Stone

Manpower

TILE ANATOMY & SYMBOL OVERVIEW

PLAYER FACTION TILES

Building Tile



Resource provided
(When discarded from hand)

HALL OF ELDERS

Name

Cost
(Note: Faction tiles costing stone are buildings)

Special Effect
(Active on your roll)

Faction Symbol

Unit Tile



Resource provided
(When discarded from hand)

DOOMSEEKERS

Name

Cost
(Note: Faction tiles costing manpower are units)

Abilities
(Attack type:
Ranged/Melee & die,
Monster/Leader)

Faction Symbol

Special Effect
(Active on your turn)

ENEMY TILES



Name

Strength

Abilities
(Magic/Leader)

Special Effect
(Active when indicated)

Faction Symbol

CITY BUILDINGS



BELLOWS-TOWER

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GOAL OF THE GAME

In The Rise and Fall of Anvalor, you are playing as the Castellan for your Faction, and your official task is to help build and defend Anvalor together with the other Factions. But your real goal is to gather the most Influence and secure dominance over Anvalor, even if it might ultimately cause the fall of the city.

Gather the most Influence for your Faction by building City Buildings and defeating enemies during vicious assaults. After a Final Assault at the end of the game, the player who has gathered the most Influence wins the game.

SETUP

This describes Setup and Gameplay for 2-4 players (see setup diagram on page 5). You can find the changes for the solo experience on page 11. After playing at least one game, you can set up the game using the Advanced Setup rules from page 10.

1. Place the game board in the middle of the table. Choose the side that corresponds to the number of players. For example, in a 3-player game, you will use the side of the board marked 3-4 players. But the spaces marked 4P are not considered part of the 3-player game. (This means you will never place enemies on those numbered spaces.) If you are playing a 4-player game the spaces marked 3P are considered as normal non-numbered spaces for Faction tiles to use.

2. Choose the enemy you wish to play against by selecting its Overview tile and then choose its difficulty using the 1, 2, 3, or 4 War Cry tile. Slot the chosen War Cry tile under the Overview tile. Place this beside the game board. Shuffle the tiles of the chosen enemy and place this enemy pile on the marked space on the game board. Place all other enemy tiles back into the box as they are not needed this game.

3. Every player chooses 1 of the 6 player Factions and takes the corresponding tiles. Then each player chooses 1 of their Faction's Aspects and places the card in front of themselves. Aspect cards that were not chosen are returned to the box. Then each player shuffles their Faction's unit/building tiles and forms a face down Faction pile in front of themselves. Then draw the top 5 tiles from it. Once only, a player may discard all 5 tiles and draw 5 new tiles. Discarded Faction tiles are placed in a face up discard pile next to their Faction pile.



This War Cry has difficulty 1, the easiest.



Slot the War Cry 1 tile into the Overview tile by inserting below it.

4. Place the New City Buildings board next to the main board. Shuffle the City Building tiles. Draw 3, placing them in cost order - highest cost on the square with most influence etc. - on the New City Buildings board. In case of a tied cost, you can place the tied tiles in a random order. Place the remaining tiles face down on the indicated space on the board.

5. All players roll a D6. The player who rolled highest becomes the starting player and begins the game. Turns will then continue in clockwise order.

FLOW OF THE GAME

Beginning with the starting player, each player takes their turn by following these 3 phases:

1. Take 1 Action
2. Draw Tiles
3. Enemies Prepare

1. TAKE 1 ACTION

On your turn, you must take 1 action, out of the following options:

- Place 1 City building
- Place 1 Faction building
- Place 1 Faction unit
- Pass

All actions (except pass) require you to place a tile on the board and pay its cost. When you place a Faction tile you take it from your hand. When you place a City Building tile you take it from the New City Buildings board.



Faction unit tile costing 3 Manpower.



Faction building tile costing 1 Stone.



New City Building tile costing 1 Gold.

The cost of a Faction tile is listed in the top left corner of the tile, with a type and a number. You must equal or exceed the cost in order to pay for that tile. To pay this cost, you can, in any combination:

- Discard tiles from your hand that provide this resource in their Discard Area.
- Use bonuses from tiles on the board.
- Discard any 2 tiles from your hand as a wild (any) resource.



Discarding Fyreslayer Doomseekers unit tile gives you 1 Stone to buy Hall of Elders building tile.

You can use each type of payment several times.

Example: You can discard any 4 tiles from your hand to gain 2 wild resources. You could also discard 4 tiles from hand and a tile that provides stone, to gain 3 stone.

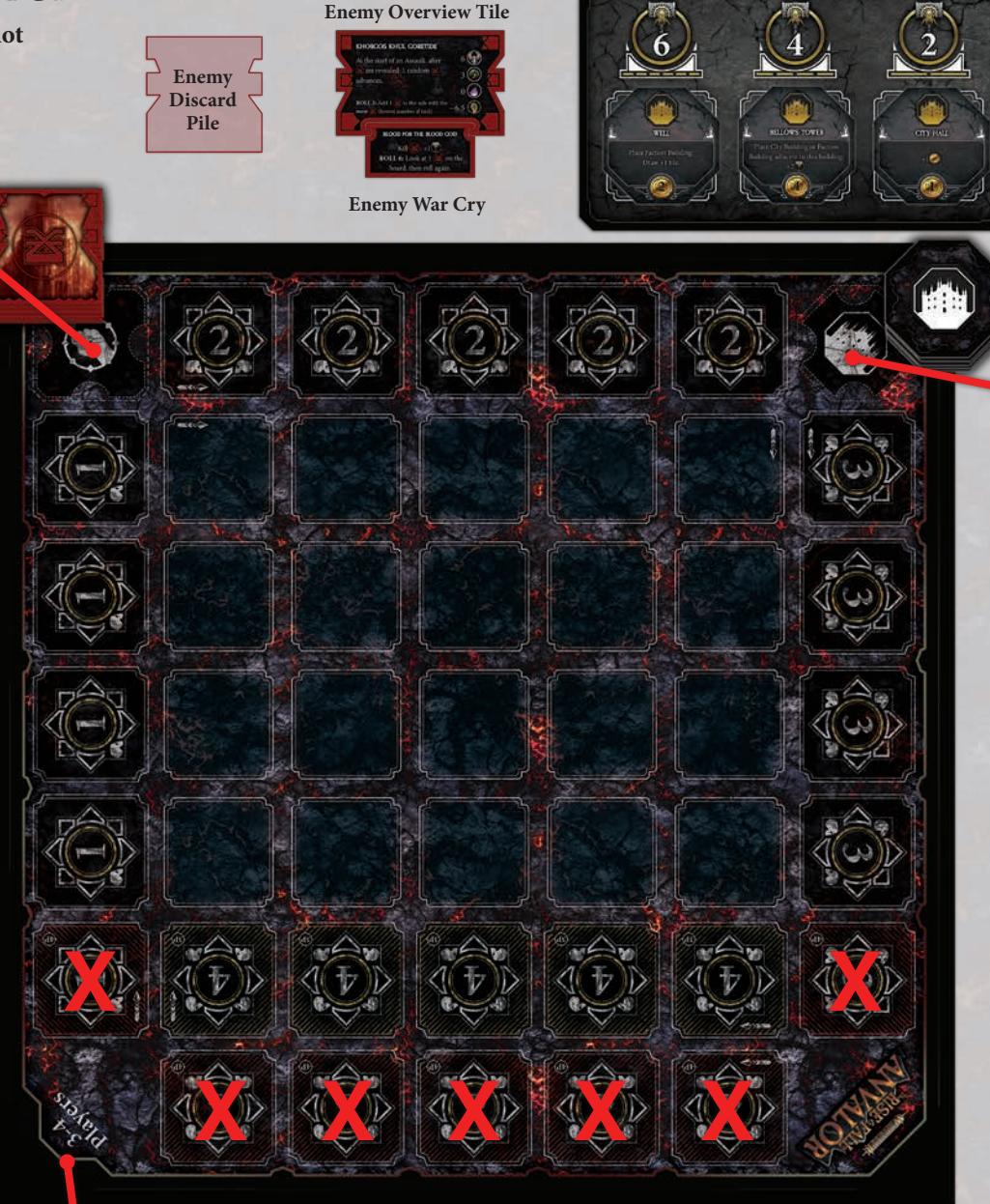
3-PLAYER GAME SETUP

NOTE: The spaces marked  are not considered to exist in this game.



5 drawn Fraction tiles in your hand.

Player 2: The Dispossessed



3-4 players
side of the
game board

5 drawn Fraction tiles in your hand.



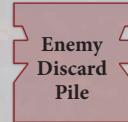
Player 3: Order Serpentis

Player 1: Fyreslayers of Vostarg Lodge



5

5 drawn Fraction tiles in your hand.



Enemy Overview Tile



Enemy War Cry



New City Building board



Assault
Triggered token



New City
Building
Draw Pile



Influence
(10)



Influence
(5)



Influence
(1)

After paying for a tile, place it on any free space on the board. A space is free if it contains no other City Building, Faction building, or Faction unit. But you cannot place on a space with a number (those are for the enemies).

When placing Faction tiles, have them face you so you can read them easier. City Buildings may be placed in any direction, preferably all in the same direction.

DISCARDING TILES

Whenever a Faction tile is destroyed, discarded, killed or similar, it is placed face up and on top of its discard pile. When your Faction draw pile is empty, just flip the discard pile face-down again to form your new Faction draw pile: i.e. the tile you discarded first into your discard pile will be the one you draw first from this new pile.

When a City Building is destroyed or discarded, place it in the City Building discard pile beside the City Buildings pile. When the City Buildings pile is empty, just flip the discard pile face-down and form a new City Buildings pile.

When an enemy is killed or reaches the end of the board it is discarded to the enemy discard pile. When the enemy pile runs out, it will trigger the *Final Assault* and the end of the game (see page 10, End of the Game).

PLACE 1 CITY BUILDING

To place 1 City Building onto the board, choose a tile on the New City Buildings board, and **pay** as much gold as shown in the bottom half of that tile. Then, take as much Influence from the supply as was depicted on the New City Buildings board. Place the Influence in front of you and place the tile on any free space on the board.

Hint: The available City Buildings will not be replenished until an Assault (see page 7) has concluded. And as long as no City Buildings have been bought, no enemies will start appearing!



PLACE 1 FACTION BUILDING

To place 1 of your Faction buildings from your hand onto the board, **pay** as much stone as shown in the top left corner. Then place the tile on any free space on the board.

PLACE 1 FACTION UNIT

To place 1 of your Faction units from your hand onto the board, **pay** as much manpower as shown in the top left corner. Then place the tile on any free space on the board.

SPECIAL EFFECTS ON UNITS AND BUILDINGS

Effects on **City Buildings** affect all players. Effects on **Faction tiles** affect only that Faction, only once per turn or once per roll, and only when it's that Faction's turn or roll.

Good to know:

- Special Effects on your Faction unit tiles generally only affect the tile itself, unless specifically stated otherwise.
- A die roll may be rerolled several times if you have several such effects that affect a roll.
- When you place a building it generally affects only future turns, not the placement of the building itself.
- Some effects only work if that or other tiles are *adjacent*. **Adjacent** means all 8 squares around that tile (**numbered squares are not affected**). This is especially important for units: When attacking, units **must be adjacent** to the enemy.



Example 1: The Forge is a Fyreslayer Faction building. It costs 2 stone to build, and as long as it stays on the board this player pays 1 less for each tile of any type they place next to it.

The Irondrakes unit tile is adjacent to the Doomseekers.



The Drakespawn Knight unit tile is not adjacent to any other tile.



PASS

To pass, discard any number (0 is also possible) of tiles from your hand to the discard pile beside your Faction pile. You can discard in the order of your choice. Then, in the Draw Tiles step of your turn, you get to draw 1 extra tile.

2. DRAW TILES

Draw 2 tiles from the top of your Faction pile, or until you have reached your hand limit of 5 tiles.

Remember: You draw 1 extra if you passed, and you might be able to draw more from Special Effects that affect you. This might include raising your hand limit of 5 tiles.

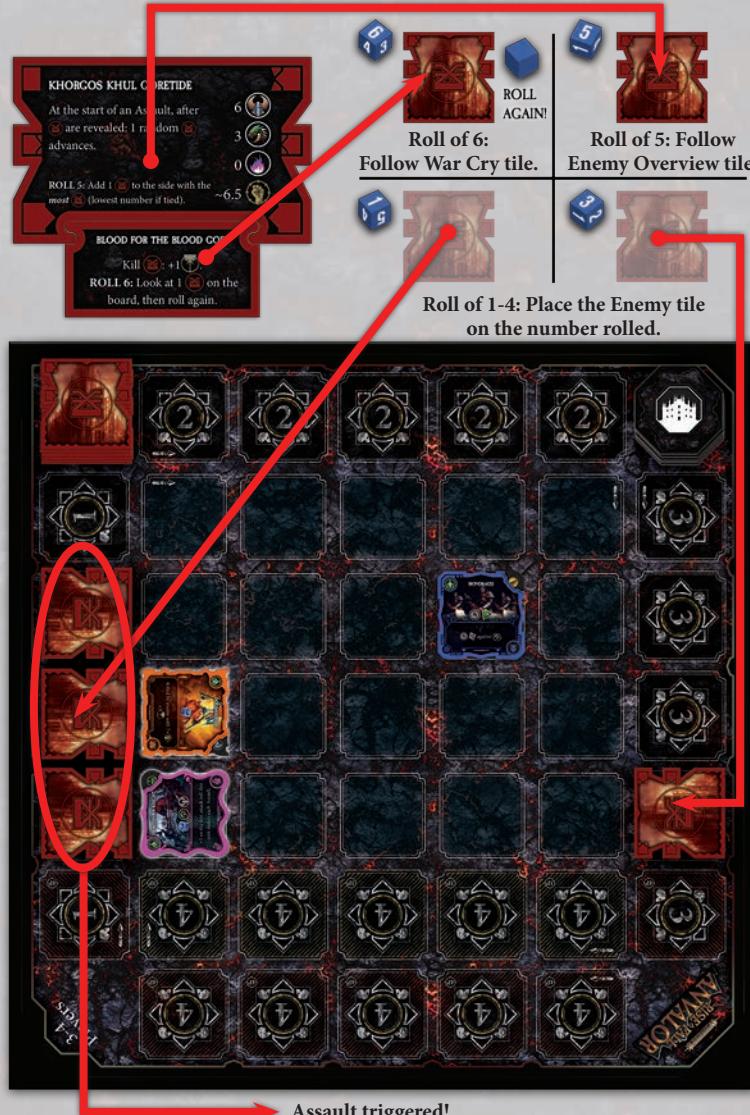
3. ENEMIES PREPARE

Is there an empty space on the New City Buildings board?

- **No!** Nothing happens, skip this phase.
- **Yes!** Roll 1 and check the result:

1-4: Place the top enemy tile (without looking at it) face-down on any free space with that number.

5-6: Look at the Enemy Overview & War Cry tiles and see what happens.



If there are now 3 or more enemies on any one side, they cause an **Assault** (see next column) on this side. If there is more than one side with 3 or more enemies, begin with the side with the lowest number printed on the board, then the next highest number and so on. Take the Assault Triggered token, to remember it was your turn, when the Assault is triggered. After the Assault concludes, go to the **End of Turn** and put the token back.

END OF TURN

Your turn ends. The next player in clockwise order starts their turn.

WARNING: If all non-numbered spaces on the board are now filled, an **Onslaught** occurs instead.

Onslaught: Take the Assault Triggered token, to remember it was your turn when the *Onslaught* occurred. Starting with you, then going clockwise, **each player rolls 1** and performs the result of the roll as explained in the *Enemies Prepare* phase. Continue until this causes an **Assault**. After that **Assault** concludes, it is the turn of the player to the left of the player with the Assault Triggered token in clockwise order.

ASSAULT

Turn all enemy tiles on the side where the Assault occurs face up: do this in the order of the arrow on that side.

During an Assault, Faction units and Enemies attack in **Attack Waves**.

Repeat the **Attack Wave** until no face-up enemies remain (see *End of Assault* on page 9).

1. ATTACK WAVE

An **Attack Wave** consists of a **Unit Attack** and an **Enemy Advance**.

STEP 1: UNIT ATTACK

Check each Faction unit one by one if it can attack an enemy: do this in the order of the arrow on the side where the last enemy was placed. First, the units in the row closest to the edge, then the next row etc.

A unit can attack if it has an **adjacent face-up enemy** (adjacent: an enemy in any one of its 8 surrounding spaces). If it can attack more than 1 enemy, you choose which enemy to attack.



Example: There are 3 enemies in section 1 so they cause an Assault and flip face up. Drakespawn Knight has a choice to attack the enemy in front of it or the enemy to the right of it. If Drakespawn Knight kills the enemy to the right, then Doomseekers will go next and will have the choice to attack either the enemy to its left or to its right (since the Drakespawn Knight killed the enemy in front of them).

Good to know:

- If a unit **can** attack, it **must** attack.
- As enemies are killed, some units that were adjacent to an enemy may no longer have an enemy they can attack and do not get to attack.
- Enemies can only gain benefits for other enemies that are face up. Face down enemies are ignored.
- Sometimes a unit's Special Effect allows it to move. Units may move to any free space (except the numbered enemy spaces). Special Effects triggered by normal placement are not triggered by a move.
- A unit only makes one attack roll in each *Attack Wave*. If it attacks, then moves, it does not attack again in this *Attack Wave*.

To attack, you must perform either a **Ranged attack roll** or a **Melee attack roll**. Each unit's abilities list exactly what kind of attack roll they can perform. Units with both Ranged and Melee attacks must choose which one to use.

Each time an attack roll kills an enemy, you gain **Influence**. You always gain Influence equal to the printed **Strength value**  of the killed enemy, even if the actual value you needed to beat was higher or lower due to some effect.



Ranged attack Melee attack

PERFORMING A RANGED ATTACK ROLL

To perform a Ranged attack roll, use the denoted die and roll it: compare the result of the roll (including any modifiers and *Support*) with the **Strength** () of the enemy. If the roll is **equal to or higher** than the enemy's Strength, the enemy is killed. If the roll is **lower**, this counts as a **miss**, but there are no other consequences. If you roll a natural 1 (i.e. the die shows a 1) the attack automatically **fails**: modifiers do not matter in this case and you are not allowed to reroll a natural 1 (unless specifically permitted by a special rule).



Ironbreakers, being able to attack Ranged or Melee, choose their Ranged attack which uses a .

-  Die result lower than Enemy Strength fails.
 Automatically fail on a roll of natural 1.

PERFORMING A MELEE ATTACK ROLL

To perform a Melee attack roll, use the denoted die and roll it: compare the result of the roll (including any modifiers and *Support*) with the Strength

() of the enemy. If the roll is **equal to or higher** than the enemy's Strength, the enemy is killed. If the roll is **lower**, this counts as a **miss** and your unit is killed instead. If you roll a natural 1 (i.e. the die shows a 1) the attack automatically **fails** and your unit is killed instead: modifiers do not matter in this case and you are not allowed to reroll a natural 1 (unless specifically permitted by a special rule).



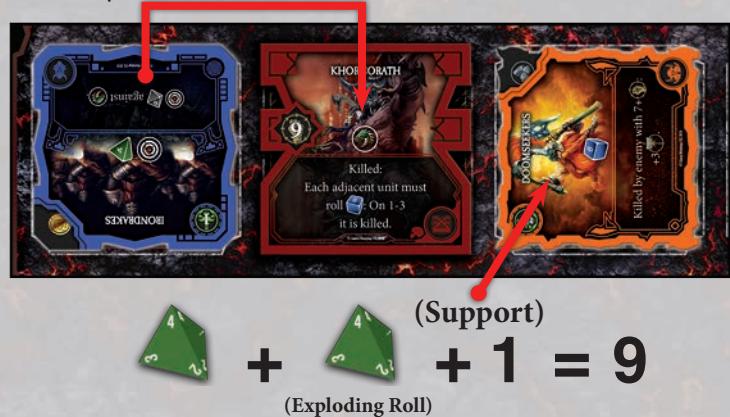
Example: A unit attacks an enemy with Strength 4 and affected by a Special Effect that gives it a +2 Strength. You need to roll a 6+ to kill it and you roll a 6! Success. The enemy is killed and you take 4 Influence.

SUPPORT

For each other unit adjacent (including units of other Factions) to the enemy you attack you get a +1 modifier to your attack roll. This is called "**Support**." **NOTE:** The other unit(s) do not need to be adjacent to you, but must be adjacent to the enemy you are attacking.

“EXPLODING ROLLS”

When your Ranged or Melee attack roll shows the naturally highest result of the die (i.e. your  shows an 8 or your  shows a 6) your roll **explodes**: you may roll that die again and add the new result to the first roll, and **then** add any modifiers as usual. This can happen multiple times in a row. Should you choose to use a reroll on an exploded roll, that roll resets completely – so think twice before rerolling an exploded roll. And beware: If at any time the die shows a natural 1, the whole attack roll fails automatically!



Example: Attack roll is 4, which is an exploding result, and the choice is made to roll again - getting another 4. This time the decision is not to reroll the die. So with 8 rolled and a +1 for Support, the attack yields a 9, enough to kill the enemy.

Once all units have attacked, continue to the Enemies Advance step.

STEP 2: ENEMIES ADVANCE

Now each surviving face-up enemy **advances**. Enemies advance one by one, in the order of the arrow on the side of the Assault. First the enemies in the row closest to the edge, then the next row etc.

An enemy that **advances** moves **one space forward** towards the center of the board, away from the edge.

Then:

- If there is a building in that space, the building is **destroyed** and **discarded**.
- If there is a unit in that space, the unit must make a **Defense roll**.



Example: Following the order of the arrow on the side of the Assault, enemies closest to the edge advance, then the next row etc. The enemy advances away from the edge of the board towards the center, moving to an empty space (1). If there is a unit in that space, the unit must make a Defense roll (2). If there is a building in the space the enemy advances to, the building is destroyed and discarded (3).

When an enemy would move onto a numbered space different from the number it started on, it is discarded.



PERFORMING A DEFENSE ROLL

If an enemy would move into the space of a unit, your unit must make a Defense roll, using its **Melee Attack**. Units without a **Melee attack** are killed immediately.

To perform the Defense roll, use your Melee attack die and roll it: compare the result of the roll (including any modifiers) with the **Strength** (STR) of the enemy. If the roll is **equal to or higher** than the enemy's Strength, the enemy is killed. If the roll is **lower**, this counts as a **miss** and your unit is killed instead. If you roll a natural 1 (i.e. the die shows a 1) the defense automatically **fails** and your unit is killed instead: modifiers do not matter in this case and you are not allowed to reroll a natural 1 (unless specifically permitted by a special rule).

- If both the unit and the enemy survive (rarely, from Special Effects), then immediately make another Defense roll.
- If your Melee die shows the naturally highest result, it can explode (see Exploding rolls, page 8).
- Your unit, as well as the enemy, can utilize modifiers from Special Effects, but you do not get any **Support** modifiers.

At this point, if there are still face-up enemies on the board, go back to Step 1 of the Attack Wave.

2. END OF ASSAULT

Once **no face-up enemies** remain on the board the *Assault* ends.

Place any remaining unbuilt City Buildings from the New City Buildings board face-up on top of their discard pile. Then draw 3 new City Buildings and place them again in cost order - highest cost on the square with most Influence etc. - on the New City Buildings board. In case of a tied cost, place the tied tiles randomly.



END OF THE GAME

FINAL ASSAULT

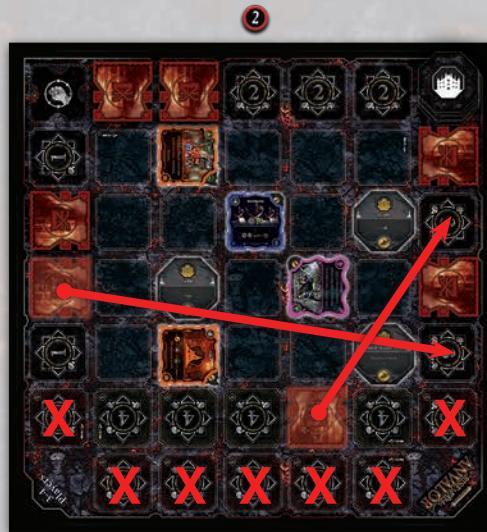
Once the last enemy tile has been placed on the board, the **Final Assault** begins. The *Final Assault* comes from the side where the last enemy was placed.

If there are **less than 5** enemies on that side, move enemies from the other sides (in the direction of the arrows, and clockwise from the side of the Assault) until the side is filled or until there are no more enemies to move. Discard any enemies remaining on the other sides.

Turn all remaining enemy tiles face up and perform a normal **Assault** (as explained on page 7).



Example of a 3-player game: When the last Enemy tile is placed, the Final Assault begins.



Example continued: Move enemies from the other sides (in the direction of the arrows, and clockwise from the side of the Assault) until the side is filled or until there are no more enemies to move.



Example concluded: Discard any remaining enemies on the other sides. Flip up enemy tiles that were face down to perform a normal Assault.

ADVANCED SETUP

After you have played a game or two you can use these advanced setup instructions.

For the advanced setup, change step 3 of Setup:

Take one of each Faction tile and randomly draw as many Factions as the number of players, placing the tiles around the table in clockwise order.

Place the Assault Triggered token on the first Faction drawn.

Draw a random Aspect card for each Faction that was drawn and place it next to the Faction tile.

SCORING

After the Final Assault concludes, count each player's collected Influence. The player with the most Influence wins!

Should there be a tie, check the following, in order:

1. Most Faction units on the board
2. Most Faction buildings on the board
3. Most tiles in hand

Should there still be a tie, all tied players share in the win – magnificent!

All the remaining Factions and Aspects are placed in the box and are not needed for this game.

The most experienced player balances the Factions by placing starting Influence on them, with at least 1 Faction having 0 Influence.

Then, beginning with the least experienced player, they will choose their Faction and sit in the seat in front of that Faction, taking all the tiles of that Faction as well.

The second least experienced player will now select their Faction, and so on, with the most experienced player taking the last Faction.

The player who has the Assault Triggered token is the start player, discards the token, and takes the first turn. Play then continues clockwise.

VARIANTS

VARIANT: SOLO GAME

Set up the game as normal.

You play the game following all rules, with the following exceptions:

- During the *Enemies Prepare* phase, you roll 1  even if no new City Buildings have been built.
- You win the game if there is at least 1 City Building remaining on the board after the *Final Assault*. Your score is your gathered Influence.

Using the Solo sheet included with the game, you will write your winning score in the box based on the Faction and aspect you used against the enemy and its difficulty. If you lose, don't mark anything and try again!

VARIANT: BEGINNER'S GAME

If you want an easier game to get started with, with fewer special rules, play without the rules on the Enemy Overview tile and War Cry tiles and do not play with an aspect tile for your Faction (just remove them during setup). During the *Enemies Prepare* phase, roll a  instead of a . This will make the game significantly easier to learn.

VARIANT: MULTIPLE FACTION ASPECTS

For more powerful Factions you can use several Faction aspects for each Faction. When rolling 6, randomize which War Cry effect to use.

VARIANT: ALLIED ENEMIES

Are you ready for some strange enemy behaviors? Then try mixing up enemies, or putting them together for a longer and crazier game!

CREDITS

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Thanks to Games Workshop



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THE RISE & FALL OF ANVALOR FAQ

DETAILED NOTES

Some tiles need more clarification than can fit on each tile. Those details are listed here.

FYRESLAYERS OF VOSTARG LODGE

Grimwrath Berzerker: The +2 to attack rolls for each roll bonus is cumulative, add +2 for each reroll that this unit does. Example: it is adjacent to Battlesmith (which allows to reroll failures), rolls a fail, rerolls with +2, rolls a miss, and rerolls due to its own reroll ability with +4.

Vault: You pay no gold but gain Influence for the City Building. Choose which City Building to build. You do not have to build, if not then this building stays on the board and you can use it at the end of next assault. If there are no buildings available you cannot build. Build before any City Buildings take effect at end of assault, and before replacing with new City Buildings, so that the building you build might be activated immediately.

Doomseeker: If killed by an effect that an enemy has, and the enemy has the printed value 7 or more, you will get the Influence. For example, the Khorgorath effect might cause adjacent units that were not rolling against it to die, and if this kills a Doomseeker you will get the Influence.

Vulkite Berzerkers: If you roll a fail on an exploded roll the 5+ effect is not triggered.

Grimnir's Blessing: Remember that you may only use an effect once per roll, so you may only discard one tile for this effect. You may however use it several times during the same assault, even for the same unit with different attacks. Using this effect does not change a fail to a non-fail.

THE FREE GUILD

Witch Hunter: Double the total normal result, not just the die itself, against enemies with Magic. If you roll 3 and have 2 support, for a normal total of 5, the result is 10.

THE DISPOSSESSED

Longbeards: Rolling a failure is not a failure for this unit, instead the result is 6. But it is not a natural 6, so it is not an exploding roll.

Thunderers: You count support and other effects normally, but by no effect are you allowed to reroll failed or missed rolls for this unit.

Keep: This effect is activated on each turn you take, when you draw tiles. So if you build a City Building during your turn you will immediately get the bonus for it the same turn.

THE HAMMERS OF SIGMAR

Visions of the reforged: At the end of your turn, when you normally roll for Enemies Prepare, instead you choose what result it should be, 1-6. But if you choose a number that says you should reroll, you may not choose that reroll and must roll it normally.

We cannot fail: A result lower than the enemy strength is still a miss, but it is possible for you to reroll (if you are allowed) what would normally be a fail. When playing against "Our gods are stronger!" you treat both 1 and 2 as normal results, neither counting as a failure.

Parade Ground: You may only move your own units.

Shrine to Sigmar: If activated during the Final Assault, the enemy is discarded instead of placed at the bottom of the enemy pile.

ORDER SERPENTIS

Drakespawn Chariot: After killing an enemy, you must move this unit to the space the enemy was on. Then, if you can, you must attack another enemy. If you kill the new enemy too you must use this ability again as it was a new attack. However: You may not move to a numbered space. If you killed an enemy on a numbered space this ability has no effect.

War Hydra: When attacking or defending, this unit may roll its  up to 3 times on its own, even rerolling failures.

Mage Tower: This effect must be used when an enemy is about to advance even though it is not your turn or your attack. You may only move to a normal empty space, not a numbered space. If there is no normal space free you may not use this.

Dragon Spire: You may only move your own units.

Armory: Remember that you may only use a tile effect once per roll, so you may only discard one tile for this effect. You may however use it several times during the same assault, even for the same unit with different attacks.

ANVILS OF THE HELDENHAMMER

Heroes of an elder age: The die may only be set once per assault. A die set this way is not a natural roll, so even if you set it to the maximum value it is not an exploding roll.

Watch Tower: You may only move your own units.

Storm Nexus: You may draw 2 tiles even if your hand is already filled, as this happens during Assault and not your normal turn.

GULGAZ STONEKLaw GUTSTOMPAS

General rules on overview: No roll may be rerolled more than once, overruling any other rules that provide multiple rerolls like the War Hydra, or multiple rerolls from several sources combined. Even if one effect allows to reroll failures and another to reroll non-failures they may not both be used when playing against the Gutstompas.

Stomp them dead!: If a Faction building is destroyed, the player with that Faction loses 1 Influence. If you have no Influence nothing happens.

Waaagh!: If several sides get 3 enemies (or more), the lowest number assaults first and then the others one by one in rising number order.

Grot Fanatics: If this advances to a unit, the unit must roll defense as normal. If the unit is killed, this keeps advancing. If it moves to a space with an enemy, either revealed (or unrevealed) or on another numbered space, those are treated as empty spaces. If it advances off the side, further than a numbered space, it is removed.

Gulgaz Stoneklaw: When all enemies have been revealed, after any Grot Fanatics or other effects that happen immediately and before units have a chance to attack, all enemies advance once, following all normal advance rules. Then the Assault continues normally.

Aleguzzler Gargant: When killed, all adjacent buildings are destroyed, both Faction buildings and City Buildings.

KORGHOS KHUL GOTETIDE

Overview tile: Roll a  to randomize which enemy advances. Count in the direction of the arrow. Reroll if higher than the number of enemies.

Blood for the blood god, roll 6: Look at the tile secretly and place it back in the same space it was.

Khul is unstoppable, roll 6: All discard at the same time. All must have discarded before you roll again. If you have no tile to discard nothing happens.

We are the crimson tide: Units with only Ranged attack give no normal support and no support through Special Effects either (like Aetherwings).

We are the crimson tide, roll 6: Discard units in order around the table, beginning with the active player.

Our gods are stronger: Both rolls of 1 and rolls of 2 fail, and may only be rerolled if specifically allowed. Note that this includes effects like the Aspiring Deathbringer.

Aspiring Deathbringer: An adjacent unit that rolls a fail is killed only if it ends up a fail, not if the unit is allowed to reroll failures and gets a non-fail result.

Wrathmongers: Treat adjacent units as not having the Ranged ability at all; their Ranged attack dice are considered as Melee. Effects that only affect Ranged attacks (like the Lord-Relictor) cannot be used for these rolls. If a unit has both Ranged attack and Melee attack, they may choose which attack to roll for when affected by this (but note that it counts as a Melee attack even if you choose the Ranged value).

Exalted Deathbringer: The +2 is active if adjacent to any leader, whether enemy or unit.

THE SKAVEN OF CHAKRIK'S FOLLY

Overview tile, roll 5: If several sides get 3 enemies, the lowest number assaults first and then the others one by one in rising number order.

Get the man-things!: The first Skaven killed during the Final Assault is discarded instead of placed at the bottom of the enemy pile.

Protect me!: When a Skaven leader is without an adjacent Skaven, immediately place it on top of the enemy pile, even if the same unit would be able to attack the leader after killing the adjacent unit. When revealing enemies, reveal all enemies adjacent to this before doing this check.

Doomwheel: If several units are in the path that this advances, roll for defense for the units one at a time as long as the units die.



AQSHY, REALM OF FIRE

Aqshy's many land masses are places of raging passions and volatile horizons. In this realm aggression is born and carried afar on hot, gusting winds, and life is lived to the full. No realm has a fiercer outlook, no lands have cultures harsher or more littered with invective – especially since the force of Khorne invaded. That dire fate struck first at the Great Parch.

The lands of Aqshy, known as the Bright Realm, are formed of dozens of continents. Each is replete with its own cultures and history. These continents hang suspended in the midst of the Aqshian realmsphere. Though once they were joined by the same bodies of water, over time the energies of Chaos have splintered many of them apart into islands of reality all but impossible to reach without passing through specific Realmgates. No map details them all, yet some commonality still binds them.

There is a widespread philosophy among the tribal people of Aqshy to burn brightly and well – life is to be lived fast, hard and violently. Coming of age rituals, such as cliff diving and sulphur running, kill the aspirants as often as they harden them into better, braver warriors. Those that live long enough to rot and decline are seen by some younger folk with pity and even scorn. However, the more mature souls realise that the elders in their midst are to be celebrated – they have passed through the fires of conflict and lived to be tempered by them. The gnarled and scarred warriors that lead the tribes have earned their position a hundred times over, as any would-be challengers soon find out. Though civilizations have been laid low and fallen into disaster across the breadth of Aqshy, even chaos could not extinguish their spark entirely. With the return of Sigmar in the form of the Stormcast Eternals, the hopes and dreams of the mortals in this realm have been reignited, as bright as flame in the darkness.



ENEMY BACKGROUND INFORMATION



GULGAZ STONEKLaw GUTSTOMPAS

The orruk chieftain known as Gulgaz Stoneklaw commands one of the largest greenskin hordes in Aqshy, a sprawling coalition of grot tribes, orruk raiders and wandering gargants who have looted their way across the Realm of Fire for decades.

They have many Special Effects that ignore normal fight rules.



KORGHOS KHUL GOTETIDE

Korghos Khul commands no mere army, but a legion of bloodthirsty murderers. United under his banner, the Goretide have slaughtered indiscriminately. The wrath of Khorne sends the followers of the Blood God into apoplectic battle-rage.

If allowed to attack together their units can be unstoppable.



THE SKAVEN OF CHAKRIK'S FOLLY

Chakrik's Folly is a sprawling Skaven undercity that is constantly wracked by earthquakes. The shifting alliances of Skaven society are even more pronounced here, where the ground itself shifts and alliances are broken in time with the crack of broken stone. Unpredictable mass of units. If a hole in the line opens they will falter.

