

# QUEST TO SLAY THE TROGGOTH KING

This past season has seen an alarming number of troggoth raids upon your lands. Although lumbering and dimwitted, these creatures are deadly in large numbers and they have laid waste to many border settlements. You have been tasked to bring back the head of the slain Troggoth King and assigned a band of warriors to aid you.

As you set off along the path of destruction the troggoths have wrought, you discover something odd. The lie of the land does not match any of the maps you have brought with you. Instead, a savage range of jagged mountains rises from the horizon, surrounded by overgrown forests and murky swamplands. It seems the realm of Ghur is bleeding into these lands, devouring them like a beast would its prey. With steely resolve, you vow to bring an end to this menace once and for all.



## GETTING STARTED

To play through the campaign, you will need the following:

- A flat surface roughly 30" by 22" in size. A Warcry board is perfect, but a coffee table or even the floor will suffice!
- An Age of Sigmar army of at least 4 units.
- 2 units (or 3 units if you wish to play in hard mode) of any of the following: 3 Rockgut Troggoths, 3 Fellwater Troggoths, 1 Dankhold Troggoth.
- 1 Dankhold Troggboss.
- Warscrolls for the troggoths (which can be found in the Warhammer Age of Sigmar app or downloaded from [games-workshop.com](http://games-workshop.com)).
- Dice, a tape measure, and anything else you would usually bring to a game.



## PICKING YOUR HUNTING PARTY

Before you can start slaying troggoths, you first need to pick the warriors who will make up your hunting party. To do so, follow these steps:

1. Pick a **HERO** that has a Wounds characteristic of 9 or less and is not a named character. This **HERO** must be picked to be your general in each battle of the campaign.
2. Pick any 2 units from the following list:
  - **Horde Unit:** A unit of up to 20 models, each with a Wounds characteristic of 1 and a Save characteristic of 6+ or '-.
  - **Regular Unit:** A unit of up to 10 models, each with a Wounds characteristic of 1 or 2.
  - **Elite Unit:** A unit of up to 5 models, each with a Wounds characteristic of 3.
  - **Guard Unit:** A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

## ALLEGIANCE ABILITIES

Choose an allegiance for your army, but do not use any of its allegiance

abilities in this campaign – you'll have to rely on the warscrolls alone to see you through! The reason for choosing an allegiance is because you may earn an artefact of power and command trait during the campaign. You earn command points and can use command abilities as normal during battles in the campaign.

## PLAYING THE CAMPAIGN

The campaign consists of 3 battles, each with its own unique battleplan, which are played through in the following order:

1. The Treasure of Strangleweed Swamp
2. Clash at Blackrock Pass
3. Wrath of the Troggoth King

In each of the battles, you will use your hunting party as your army. Earning a major victory in the first 2 battles will earn you a campaign reward that lasts until the end of the campaign. Even if you lose the battle, you still proceed to the next. Earning a major victory in the final battle will win you the campaign.

After both the first and the second battles, you must perform these 2 actions:

1. Roll for casualties
2. Roll on the events table

## CASUALTIES

For each unit from your hunting party that is not your general and that had 1 or models slain during the battle, you must roll a number of dice equal to the number of models from that unit that were slain during the battle (not including models that were slain and then returned, unless they were then slain again). For each 1, you must remove 1 model from that unit as a casualty. If the unit is reduced to 0 models, it is wiped out.

## EVENTS

Roll on the events table below to see what happens:

EVENTS TABLE	
D6	Event
1	<b>Deadly Rockslide:</b> <i>From the mountains that loom overhead comes an avalanche of rock and debris that crushes several of your hapless warriors.</i>  Pick 1 unit in your army. Immediately remove D3 models from that unit as casualties.
2	<b>Torrential Downpour:</b> <i>Your warriors are caught in a relentless storm that drains their constitution and morale.</i>  Subtract 1 from the Bravery characteristic of the units in your army until the end of the next battle. In addition, until the end of the next battle, units in your army cannot run.
3	<b>Lost in the Woods:</b> <i>Your warriors take a wrong turn through the twisting forests leading to the Troggoth King's lair, and your supplies begin to run low.</i>  You do not gain 1 command point in the first battle round of the next battle.
4	<b>All is Silent:</b> <i>An eerie silence descends upon your warriors as they continue their advance.</i>  No effect.
5	<b>Enemy Spotted!</b> <i>Your scouts have tracked the enemy's movements, providing you with vital intelligence for the battle to come.</i>  You gain 1 additional command point at the start of your next battle.
6	<b>Ghyranis Wellspring:</b> <i>You find a source of healing water that helps your injured recover from their wounds.</i>  Pick 1 unit in your army and roll a number of dice equal to the number of models that have been removed from it as casualties. For each 3+, you can return 1 model to that unit.

## TROGGOTH INTELLECTS

During the campaign, the following rules are used to dictate how the troggoths behave in battle.

### BATTLE ROUNDS

At the start of each battle round, roll a dice. On a 1-3, the Troggoth army takes the first turn. On a 4+, you take the first turn.

### THE TROGGOTH ARMY'S TURN

When it is the Troggoth army's turn, a bespoke turn sequence is used instead of the standard turn sequence, as follows:

- Action phase
- Combat phase
- Battleshock phase

This means that if you have any abilities that can only be used in an enemy phase not listed above, you cannot use those abilities in battles in this campaign.

### THE ACTION PHASE

During the action phase, activate the units in the Troggoth army, one at a time, until every unit has been activated. To activate a unit in the Troggoth army, roll a dice and consult the behaviour table below.

The behaviour table has 3 columns, each with 6 results. The distance between the Troggoth unit and the closest enemy models determines which column you use. Each roll on the behaviour table has a corresponding action that the Troggoth unit will perform. These actions have numbered steps that must be resolved immediately in the order they appear before the next unit in the Troggoth army can be activated.

Many of the actions require you to determine the closest model or closest unit. If there are two or more eligible models or units, you can pick which one will be treated as the closest for the purpose of that action.

TROGGOTH BEHAVIOUR TABLE			
D6	In Combat Within 3" of any enemy models.	Close Between 3" and 12" from any enemy models.	Far More than 12" from any enemy models.
1	Dumbstruck	Dumbstruck	Dumbstruck
2	Spooked	Hold	Hold
3	Hold	Hold	Hold
4	Hold	Charge	Advance
5	Hold	Charge	Advance
6	Rampage	Charge	Advance



### Dumbstruck

1. This unit does nothing. In addition, it is not picked to fight in the combat phase of this turn.

### Spooked

1. This unit must retreat. If it cannot do so for any reason, it is destroyed.

### Hold

1. This unit uses its Regeneration ability as if it were the hero phase.
2. If this unit is a **ROCKGUT TROGGOTH** unit and is within 12" of an enemy unit, it uses its Throwin' Boulders ability, picking the closest enemy unit as the target.
3. If this unit is a **FELLWATER TROGGOTH** unit and is within 6" of an enemy unit, it attacks with its Noxious Vomit, picking the closest enemy unit as the target.

### Rampage

1. This unit immediately fights. It is also picked to fight in the combat phase of this turn.

### Advance

1. This unit uses its Regeneration ability as if it were the hero phase.
2. This unit makes a normal move. Each model from this unit must finish the move as close as possible to the closest enemy unit.
3. If this unit is a **ROCKGUT TROGGOTH** unit and is within 12" of an enemy unit, it uses its Throwin' Boulders ability, picking the closest enemy unit as the target.
4. If this unit is a **FELLWATER TROGGOTH** unit and is within 6" of an enemy unit, it attacks with its Noxious Vomit, picking the closest enemy unit as the target.

### Charge

1. This unit uses its Regeneration ability as if it were the hero phase.
2. This unit makes a normal move. Each model from this unit must finish the move as close as possible to the closest enemy unit.

3. This unit attempts to make a charge move towards the closest enemy unit. The first model moved in the unit is the model closest to that enemy unit.
4. If the first model moved can finish its charge move within ½" of the closest enemy unit, it does so, moving as close as possible to that enemy unit, and the charge is successful. Otherwise, the charge fails and no models from this unit move.
5. If the charge is successful, each model from this unit must finish the charge move as close as possible to the closest enemy unit.

### THE COMBAT PHASE

In the combat phase, alternate picking units from your army and from the Troggoth army to fight, starting with a unit from the army whose turn is taking place. Each time an eligible unit from the Troggoth army is picked to fight, first identify which model from your army is closest to that unit. This model is referred to as the **quarry**. If two or more models are eligible, you can choose which one will be the quarry.

Each model in that Troggoth unit then piles in towards the quarry and attacks the unit it belongs to with all of its melee weapons that are in range.

### ALLOCATING WOUNDS

When wounds are allocated to a unit in the Troggoth army, pick which model in the unit to allocate the wounds to (with any restrictions that normally apply).

At the end of any turn, if a Troggoth unit is split into two or more groups, no models are removed from that unit. Instead, the next time that unit makes any kind of move, the models must reform back into a single group. If they are unable to do so, that unit cannot move.

### THE BATTLESHOCK PHASE

Units in the Troggoth army are not affected by battleshock.



## BATTLEPLAN

# THE TREASURE OF STRANGLEWEED SWAMP

To reach the lair of the Troggoth King, you must first travel through Strangleweed Swamp. It is a fell place filled with dark shadows and a terrible stench. In the distance, you catch a glimpse of reflected light – a half-submerged treasure lies in the swamp waters. As you approach the treasure, you hear a roar behind you. The troggoths have found your hunting party, and now the hunters have become the hunted!

### THE ARMIES

Use your hunting party as your army. The Troggoth army is made up of 2 of the following units in any combination:

- 1 Dankhold Troggoth
- 3 Fellwater Troggoths
- 3 Rockgut Troggoths

### HARD MODE

You can choose to play the battleplan in hard mode. If you do so, add 1 additional unit from the list above to the Troggoth army.

### THE BATTLEFIELD

Any flat surface that is at least 20" wide and 20" long can be used as the battlefield. A Warcry board is perfect (22" x 30").

You can set up 1 or 2 small terrain features on the battlefield. We recommend trees or ruins to represent the swamp.

### OBJECTIVES

Set up 1 objective in the centre of the battlefield to represent the half-submerged treasure.

### SET-UP

Choose one of the long battlefield edges and set up units from your army so that every model in each unit is within 3" of that battlefield edge.

Next, pick 1 of the units in the Troggoth army and set up the first model from that unit exactly 15" from one or more of the units in your army and more than 15" from the other units in your army. Once the first model has been set up, the rest of the models in that unit can be set up within 1" of that model.

Continue to set up units from the Troggoth army in this manner until all units have been set up.

### MURKY SWAMPLAND

*The ground upon which you stand is as dangerous as the foes that lurk in the darkness beyond.*

Each time a unit from your army finishes a normal move or charge move not on a terrain feature, roll a dice. On a 1, that unit suffers D3 mortal wounds.

### BATTLE LENGTH

The battle lasts for 6 battle rounds.

### GLORIOUS VICTORY

At the end of the battle, if you control the objective, you win a **major victory**. Otherwise, the Troggoth army wins a **major victory**.

### CAMPAIGN REWARD

If you win a major victory, you can pick an artefact of power table from your allegiance abilities, roll on that table, and give the artefact of power rolled to your general. If you win a major victory and you were playing in hard mode, you can pick the artefact of power instead of rolling for it.



## BATTLEPLAN

# CLASH AT BLACKROCK PASS

The mountainous path that leads to the Troggoth King's lair is twisting and precarious. After a long and arduous journey, you reach a wide pass that reveals the entrance to the lair just beyond. From the forests on either side of the pass race bands of troggoths, eager for blood – you must escape them and enter the lair!

### THE ARMIES

Use your hunting party as your army. The Troggoth army is made up of 2 of the following units in any combination:

- 1 Dankhold Troggoth
- 3 Fellwater Troggoths
- 3 Rockgut Troggoths

### HARD MODE

You can choose to play the battleplan in hard mode. If you do so, add 1 additional unit from the list above to the Troggoth army.

### THE BATTLEFIELD

Any flat surface that is at least 20" wide and 20" long can be used as the battlefield. A Warcry board is perfect (22" x 30").

You can set up 1 or 2 small terrain features on the battlefield. We

recommend trees or rocky ground to represent the mountain pass.

### SET-UP

Choose one of the long battlefield edges and set up units from your army so that every model in each unit is within 3" of that battlefield edge.

Next, pick 1 of the units in the Troggoth army and set up the first model from that unit exactly 15" from one or more of the units in your army and more than 15" from the other units in your army. Once the first model has been set up, the rest of the models in that unit can be set up within 1" of that model.

Continue to set up units from the Troggoth army in this manner until all units have been set up.

### FALLING ROCKS

*If your warriors stray too close to the edge of the pass, they risk being crushed by falling rocks and boulders.*

Each time a unit from your army finishes a normal move or charge move within 3" of a short battlefield edge, roll a dice. On a 1, that unit suffers D6 mortal wounds.

### ESCAPING THE PASS

*Your warriors spot the entrance to the Troggoth King's lair just beyond the pass – now is their chance to make a dash for it.*

The long battlefield edge opposite the one chosen during set-up is the escape route. If all of the models from a unit in your army finish a normal move within 3" of the escape route, that unit is said to have escaped and is removed from the battlefield.

### BATTLE LENGTH

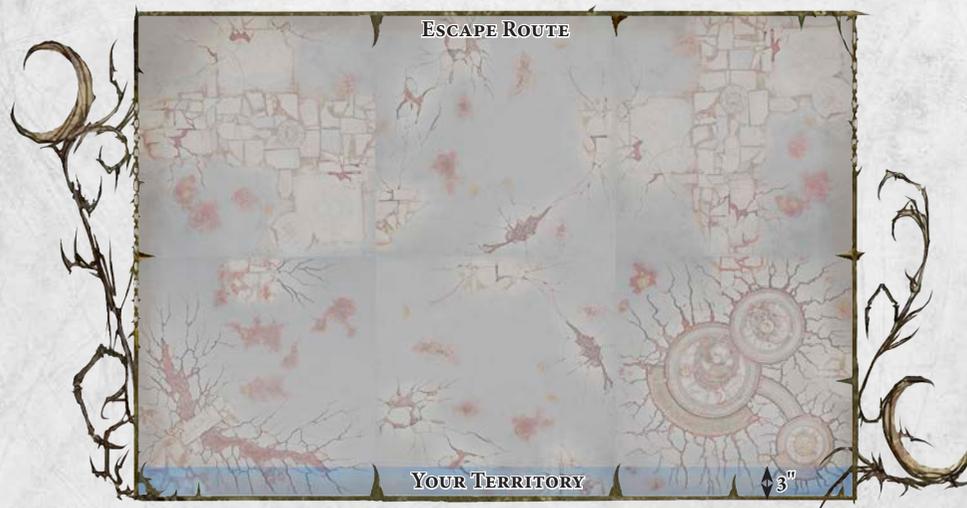
The battle lasts for 6 battle rounds.

### GLORIOUS VICTORY

At the end of the battle, if your general has escaped, you win a **major victory**. Otherwise, the Troggoth army wins a **major victory**.

### CAMPAIGN REWARD

If you win a major victory, you can pick a command trait table from your allegiance abilities, roll on that table, and give the command trait rolled to your general. If you win a major victory and you were playing in hard mode, you can pick the command trait instead of rolling for it.



## BATTLEPLAN

# WRATH OF THE TROGGOTH KING

Inside the Troggoth King's lair, you and your surviving warriors find yourselves in a vast, cavernous chamber. From the inky darkness emerges the Troggoth King, who barks an order to crush you to a bloody pulp! This is your chance to slay the Troggoth King, but first you'll have to carve your way through his army of troggoths.

### THE ARMIES

Use your hunting party as your army. The Troggoth army is made up of 2 of the following units in any combination:

- 1 Dankhold Troggoth
- 3 Fellwater Troggoths
- 3 Rockgut Troggoths

### HARD MODE

You can choose to play the battleplan in hard mode. If you do so, add 1 additional unit from the list above to the Troggoth army.

### THE BATTLEFIELD

Any flat surface that is at least 20" wide and 20" long can be used as the battlefield. A Warcry board is perfect (22" x 30").

You can set up 1 or 2 small terrain features on the battlefield.

### SET-UP

Choose one of the long battlefield Set up units from your army so that every model in each unit is within 6" of the centre of the battlefield.

Next, pick 1 of the units in the Troggoth army and set it up wholly within 3" of any corner of the battlefield.

Continue to set up units from the Troggoth army in this manner until all units have been set up.

### EMERGING TROGGOTH

*As the battle rages, more troggoths emerge to join the fray.*

At the start of each battle round after the first, roll a dice. On a 1-2, nothing happens. On a 3-4, if there is only 1 Troggoth unit on the battlefield, or 2 if you are playing in hard mode, add 1 additional Troggoth unit from the list to the left to the Troggoth army and set it up wholly within 3" of any corner of the battlefield. Otherwise, nothing happens. On a 5-6, the Troggoth King emerges (see next).

### THE TROGGOTH KING

*Eventually, the Troggoth King lets out a bloodthirsty roar and enters the battle himself. Now is your chance to slay him!*

When the Troggoth King emerges, add 1 Dankhold Troggboss to the Troggoth army and set it up within 3" of any corner of the battlefield.

### BATTLE LENGTH

The battle lasts until either you or the Troggoth army wins a major victory.

### GLORIOUS VICTORY

If the Troggoth King is slain, you win a **major victory**. Otherwise, when every model in your army is slain, the Troggoth army wins a **major victory**.

### CAMPAIGN OUTCOME

If you win the battle, you win the campaign. Your hunting party returns to their lands and presents the Troggoth King's head as a sign of their victory. If the Troggoth army wins the battle, your hunting party is lost to the realms and never heard from again...

